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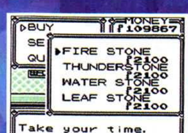


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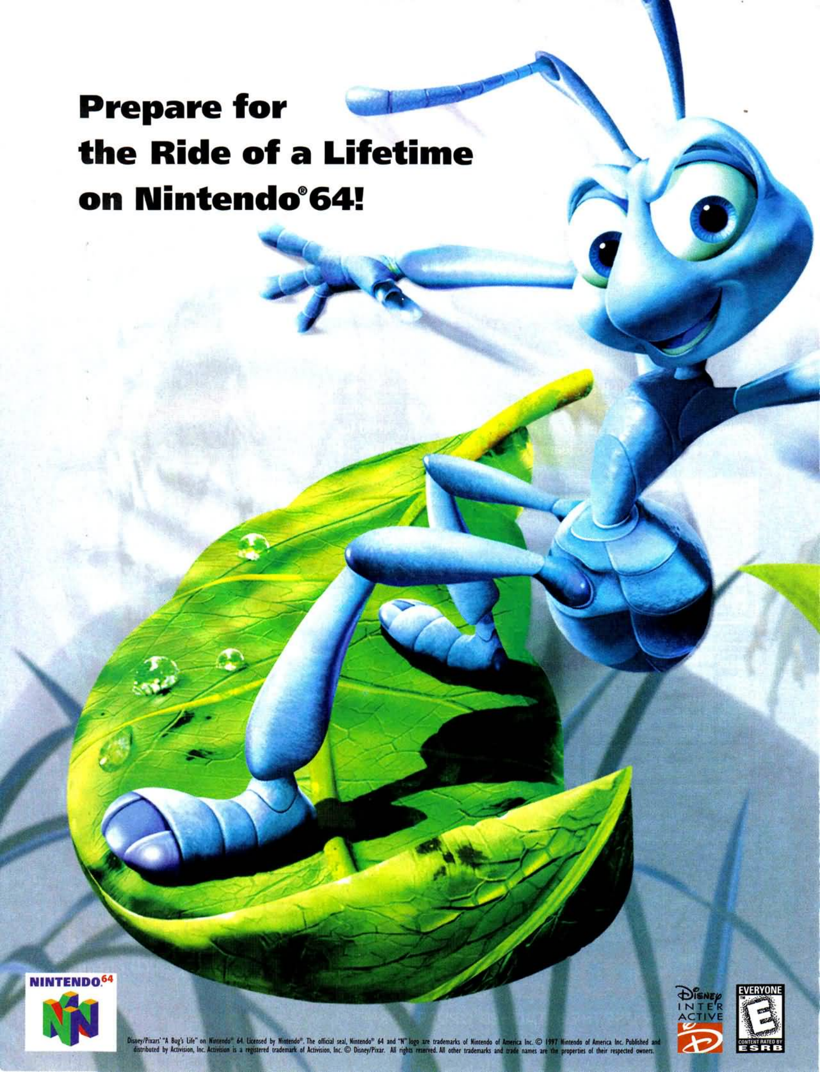
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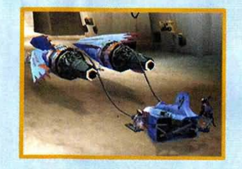
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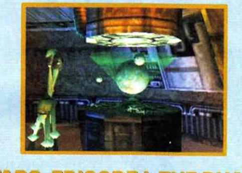
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Pokémon Snap

Shutterbugs unite! Professor Oak will soon invite you to a fun-filled photo safari on Pokémon Island, and our exclusive preview will shuttle you through the essentials in the first N64 Pokémon excursion. Gotta snap 'em all!



Superman

The familiar red cape that has delighted movie-goers and comic readers for decades is making its first appearance on the N64. Our in-depth review will show you and the Man of Steel how to stop the armies of Lex Luthor and Brainiac.



Shadowgate 64

Explore the chilling depths of Shadowgate Castle in this perplexing adventure-RPG. Our strategic review will help you find and solve the puzzles at the center of Shadowate 64: Trials of the Four Towers.

CONTENTS

VOLUME 120 · MAY 1999

STRATEGY

SPECIAL FEATURES

EVERY ISSUE

player's pulse

Is it May already? This month, readers have been keeping tabs on the latest Nintendo-related rumors to run rampant on the Internet. Can you really collect the Triforce in The Legend of Zelda: Ocarina of Time? Is Nintendo bringing out a new system? Read on to find out!

Wherefore Art Thou, Triforce?

I have been hearing a rumor about the Triforce existing in The Legend of Zelda: Ocarina of Time. What really stumps me is that in Vol. 92 on page 25 and in Vol. 94 on page 100, you can clearly see Link walking up some steps to collect the Triforce. I have beaten the game and don't remember ever collecting the Triforce. Could you please put an end to this rumor and tell us if you can or cannot collect the Triforce?

Ben Kennedy
Canton, OH

Thanks to the Internet, the Triforce rumor has taken on a life of its own. The official word is that the Triforce cannot be found in The Legend of Zelda: Ocarina of Time. Those screens were taken early footage of the game, and many aspects of the game were changed. Remember, the climax of the game reveals the locations of the three pieces of the Triforce and we're not about to give away that little secret here.



Mark Williams • Mississauga, Ontario

Sounding Off

I'd like to comment on the advancement of games, particularly their sound. I like my games to sound as good as they look. The surround sound in *Star Wars*: Rogue Squadron is phenomenal and makes this good game great. Good sound brings out so much depth and realism.

Ryan Hamer
Via the Internet



Kelly DiCesare • Rochester, New York

It Keeps Going, and Going, and Going...

My brother and I are arguing over when the first Nintendo Power magazine was made. I tried to convince him that it was in 1988, but he insists it was in 1991. Please help me convince him!

Taylor Akers
Via the Internet

We're always happy to help, Taylor. Color yourself correct, because Nintendo Power has been dishing out all the gaming news and strategies you need since July, 1988.

The Legend of Zelda: Ocarina of Love

One of my favorite Player's Pulse letters is from Stephanie Hajer. She wrote about her Nintendo love story with her classmate, how he would come over every Saturday morning to play Zelda and how she eventually became convinced he was only using her for her Zelda. Then the boy's brother revealed that the reason he kept coming over was because he had a crush on her. Last we heard, she was waiting for The Legend of Zelda: Ocarina of Time to come out so they could have a surprise gaming session.



Nathan Klinger • Exeland, Wisconsin

What I want to know is whether or not Stephanie had another gaming session with the boy.

Paul Mardirosian
Via the Internet

We've also been curious to know the ending of this Romeo and Juliet and Link love triangle. Who knows if we'll ever find out if Link's adventures brought these two star-crossed lovers back into each other's arms? Can't you just imagine them playing love songs to each other with the ocarina?

Comic Relief

I remember back when Nintendo Power used to have Super Mario Bros. comics. They were a lot of fun to read and I always waited until the next issue to see what would happen next. I hope that you would consider putting new comics back into the magazine such as Mario or Link. That would make the magazine even more exciting to read!

Aaron Kowalchuk
Winnipeg, Manitoba

It's good to hear from a comics fan! With Power

Background Art: Danielle Carlson • Boulder, Colorado

almost overflowing with news and tips, it might be hard to fit some comics back into the magazine, but who knows what the future may hold?

The 152nd Pokémon?

When most Pokémon communicate they say their own names. For example, Pikachu says, "Pika, pika, pikachu," and Bulbasaur calls out, "Bulbasaur!" I just realized there is another popular Nintendo character that only speaks his name when he talks: Yoshi! Is it possible that Yoshi is an unidentified Pokémon?

Matt Pocase
Via the Internet

Interesting theory, Matt. We checked our handy Pokédex, and Yoshi was nowhere to be found. The little dinosaur lives in a video galaxy of his own.

Gettin' Freaky With It

The stars at night shine big and bright deep in the heart of Texas, but that blue glow you see over Pipe Creek is probably coming from Kevin John's house. Kevin won Volume 111's Player's Poll Contest, and now his living room has a new fixture, the stand-up arcade version of BioFreaks, as well as the N64 version of the brawler. What we want to know is: Do Kevin's friends have to play with quarters, or does he have it set on free play? Congratulations, Kevin!



Kevin (far left) and his friends (from left to right) Philip Bassett, Joel Bassett and Chris McGhee take turns duking it out with BioFreaks.

WINNER!

Party On!

I just bought Mario Party and all I can say is: wow! It is the best multiplayer game out there. Now I can prove that Luigi, not Mario, is really the king of Nintendoland.

Bryan Meier
Denver, CO

When my husband and I first saw Mario Party in Nintendo Power, I thought it was a game for kids. However, the graphics looked pretty neat so I rented the game just for fun. Boy, was I surprised! This game is definitely not "just for kids." Our house has a great time playing Mario Party together. Thanks Nintendo for making terrific games that kids of all ages can enjoy!

Dana Marie
Via the Internet

We're glad you like Mario Party, Dana and Bryan! It's certainly one of our favorites here at Nintendo Power. In fact, you're lucky to be holding this issue in your hands…we spent just a little bit too much time Mario Partying…

Nintendo 2000?

I've been reading on the Internet about Sega's Dreamcast and Sony's next PlayStation. What is Nintendo going to do to counter these new systems?

Jack McKenzie
Chicago, IL

I just read somewhere that Nintendo is coming out with a new system. Is it really true?

Adam Gelhausen
Via the Internet

Okay, the Nintendo 64 has been out for over three years and it's been a blast. But I

Aaron Kowalchuk • Winnipeg, Manitoba



Luke Dieringer • Clackamas, Oregon

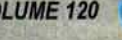
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power charts

Zelda continues its reign on the charts, but we've got a sneaking suspicion that Anakin Skywalker's race through the cosmos could finally bump the pointy-eared Hylian to the number two slot. Does Link have enough Force to keep the future Darth Vader at bay?

NINTENDO 64 TOP 20

1 THE LEGEND OF ZELDA: OCARINA OF TIME



Zelda's bash is still the most popular in town, but Mario Party is apparently a pretty hot invite! Some old favorites, like WCW/nWo World Tour, make a return to the charts, and Shadows of the Empire benefits from all that *Star Wars* buzz in the air.

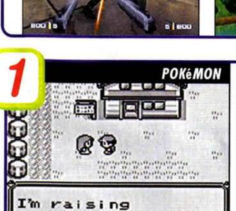
2 GOLDENEYE 007

3 MARIO PARTY

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	5
2	GOLDENEYE 007	NINTENDO	2	29
3	MARIO PARTY	NINTENDO	11	2
4	STAR WARS: ROGUE SQUADRON	NINTENDO	3	4
5	BANJO-KAZOOIE	NINTENDO	6	10
6	WCW/NWO REVENGE	THQ	4	6
7	TUROK 2: SEEDS OF EVIL	ACCLAIM	5	6
8	SUPER MARIO 64	NINTENDO	10	32
9	STAR FOX 64	NINTENDO	14	24
10	MARIO KART 64	NINTENDO	13	29
11	CASTLEVANIA	KONAMI	—	1
12	BATTLETANX	3DO	8	2
13	DIDDY KONG RACING	RARE	17	18
14	SOUTH PARK	ACCLAIM	7	4
15	RAMPAGE: UNIVERSAL TOUR	MIDWAY	—	1
16	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	—	32
17	NFL BLITZ	MIDWAY	9	6
18	VIGILANTE 8	ACTIVISION	—	1
19	WCW/NWO WORLD TOUR	THQ	—	16
20	DUKE NUKEM: ZERO HOUR	GTI	—	1

GAME BOY TOP 10

1 POKéMON



Is there any relief from Pokémania? More importantly, do gamers want any? Bulbasaur and friends keep Link at number two in the Game Boy charts and the pocket-sized phenomena effectively steamroll the Most Wanted list.

2 THE LEGEND OF ZELDA: LINK'S AWAKENING



3 SUPER MARIO LAND 2: 6 GOLDEN COINS



	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON	NINTENDO	1	6
2	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	2	73
3	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	5	77
4	DONKEY KONG LAND 3	NINTENDO	8	18
5	JAMES BOND 007	NINTENDO	3	13
6	FINAL FANTASY LEGEND 3	SQUARE	—	68
7	WARIO LAND 2	NINTENDO	—	14
8	DONKEY KONG LAND 2	NINTENDO	—	33
9	DONKEY KONG LAND	NINTENDO	10	52
10	SUPER MARIO LAND	NINTENDO	—	111

MOST WANTED

1. POKéMON STADIUM (N64)
2. POKéMON YELLOW (GAME BOY)
3. THE LEGEND OF ZELDA: OCARINA OF TIME (N64)
4. DONKEY KONG 64 (N64)
5. SUPER MARIO 64 2 (N64)
6. MARIO PARTY (N64)
7. GAME BOY COLOR
8. WWF ATTITUDE (N64)
9. POKéMON (GAME BOY)
10. POKéMON PINBALL (GAME BOY)

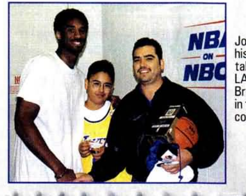
know that Nintendo has to have a new system on the back burner. What's next for the my favorite little plumber?

Don Barrett
Agoura Hills, CA

In addition to hosting Triforce rumblings, the Internet has been ablaze with rumors about the next generation of consoles. While it's no secret that Nintendo is always researching and developing new and affordable technology, Nintendo also has a strong commitment to supporting its existing platforms with great games. In three years, the already awesome games for the N64 have grown by leaps and bounds. Think of what could happen over the next three. Just take a peek at the E3 preview in this issue to get an idea of what the future holds for the N64!

Slam Dunk!

His hometown of Los Angeles may be the city of angels, but Jorge Gonzales, 13, got a taste of gaming heaven when he slam dunked Volume 106's Player's Poll Contest. He won a fun-filled weekend in Seattle, visiting Nintendo headquarters and meeting basketball wunderkind Kobe Bryant. Jorge scored Kobe Bryant in NBA Courtside for the N64 and courtside seats to a showdown between the LA Lakers and the Seattle Sonics. Way to go, Jorge!



Jorge Gonzales and his father, Ramon, take a photo op with LA Laker Kobe Bryant before taking in the game from courtside seats.

WINNER!

Kudos for Game Boy Color

I just wanted to drop a line and mention how great the Game Boy Color is. I haven't been able to put it down since I bought it. Link's Awakening DX is the best, and the new dungeon is totally cool. I hope you keep colorizing old Game Boy games and adding new features! Now, I'm just hoping that you will bring out a color Game Boy Camera.

Sharon Peccia
Via the Internet

After the release of Super Mario Bros. DX, you can count on seeing many familiar friends reappearing in your hands. Look for R-Type DX, Ghouls & Ghosts and many other NES and Game Boy classics coming soon!



Josh Kulinski • Fredericksburg, Virginia



"Voke" • Bridgeport, Connecticut

WRITE AWAY RIGHT AWAY!

Are you pumped to see *Star Wars: Episode I: The Phantom Menace*? Better yet, are you excited to play *Star Wars: Episode I: Racer*? Some games based on movies, such as Goldeneye, have become classics, while others have been, well, less than golden. What movies would you like to see make the digital jump to your Nintendo 64 and Game Boy? Let us know!

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Background Art: Mario Costello • Canton, Ohio

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A long time ago is about to be right now! As the most anticipated film of all time forces its way to a multiplex near you, the hottest racing game in the galaxy is on a crash course with your Nintendo 64!

RACE THE *STAR WARS*® 500

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Mere days after the release of *Star Wars*: Episode I *The Phantom Menace*, Nintendo 64 will host the fastest racer this side of Dagobah, giving you the chance to take the "reins" of Anakin Skywalker's blazing Podracer and scream across the most treacherous tracks in the universe. ***Star Wars*: Episode I: Racer** features a lineup of over 21 different Podracers—including the future Dark Lord of the Sith's—that rocket at speeds over 600 mph. While the film's Ben Hur-like Podracer sequence may take place only over the sands of Tatooine, the game also allows racers to spirit across the frozen lakes of Ando Prime, plow through the thick woods of Baroonda and explore five other worlds in over 20 tracks. With Podracer upgrades and voice samples from the actors, Racer promises to successfully bring home the excitement of *Episode I's* thrilling race this May!

PODRACERS

Each Podracer is constructed of two engines attached to a cockpit, or "Pod," that holds the driver. The cockpit is tethered to the two engines, while a magnetic beam keeps the engines from flying apart. These Podracers travel at insane speeds, often resulting in spectacular crashes. Because of the risk, it takes a certain type of being to enter these races, and this lineup more than proves it.



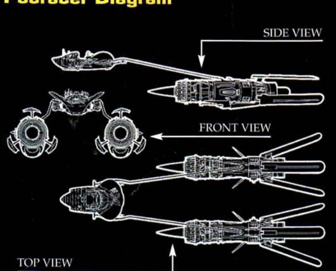


Anakin Skywalker

Anakin Skywalker, believed to be the one who will bring balance to the Force, is the only human with reflexes sharp enough to pilot an ultra-fast Podracer. The boy, a skilled machinist who has built his own Podracer from spare parts, is an excellent driver able to take hard corners and avoid the ruthless tactics of other pilots. With its decent traction and turning capabilities, Anakin's craft is the best choice for first-time racers.



Podracer Diagram





Ebe Endocott

Ebe, a chubby yet assured Triffian, enters the Tatooine race determined to defeat the wily Sebulba. His sleek Podracer's superior traction prevents him from losing what precious speed he can muster from his limited engines on straight stretches.





Dud Bolt

Dud Bolt is Sebulba's mid-air bodyguard. The Vulptereen pilot often crashes into other racers to protect his master. Dud's Podracer has good traction and an effective top speed, but its inefficient cooling unit often causes it to overheat.





Gasgano

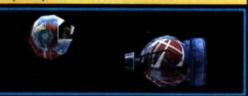
Four-armed Gasgano, a Xexto racer, has never fared well against Sebulba, but the tuned-up Podracer he enters in the competition should give the Dug a run for his money. His Podracer may be unwieldy, but it moves at an above average clip.





Elan Mak

Elan Mak enters the Podraces with the intention of avenging his father's death at the hands of Aldar Beedo, another racer. Mak's Podracer doesn't accelerate very well, but the advanced repair system helps keep him in the race.





Ody Mandrell

A native of Tatooine, Ody Mandrell is a high-speed thrill seeker with a low-speed Podracer. His Podracer rapidly accelerates to top speed, but that top speed leaves much to be desired. Decent brakes bring this pokey Podracer to a quick stop.



PLANETARY GALLERY

Not every world can host a Podrace. A planet must have suitable terrain to race on but enough environmental hazards to make the track challenging and occasionally unpredictable. Each circuit of the Podracing Tournament includes seven courses selected from the eight different worlds capable of hosting Podraces.



Before you begin a race, you can select the amount of winnings. The Fair setting allows everybody to share in the wealth, the Skilled setting favors first place, and the Winner Takes All setting rewards only the first one across the finish line.



Tatooine

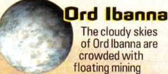
The hostile deserts of Tatooine are home of the Boonta Classic, the famous Podrace held every year on Boonta Eve. It's hosted by the nefarious Jabba the Hutt.

Ando Prime

Mountain roads and massive pipelines tear through towering glaciers and across the frozen surface of Ando Prime, a beautiful yet deadly planet.

Aquilaris

The Podraces on watery Aquilaris run through the dangerous underwater tunnels that act as highways between modern floating cities and the sunken Old City.



Ord Ibanna

The cloudy skies of Ord Ibanna are crowded with floating mining colonies connected by bridges, which are the main stretches of this planet's tracks.

Baroonda

The courses on this swamp planet are beautiful, but don't take your eyes off the track to stare at the scenery. Beware of the geyser fields you must brave to win!

Mon Gazza

This spice world hosts the most hostile tracks in the circuit. Maneuver around spice barges and drilling machinery while avoiding flaming gas exhausts.

Oovo IV

The moon of Oovo is both a prison colony and a labor camp. The maze of zero-gravity vacuum tunnels makes for a wild ride, but look out for booby traps.



Malastare

Malastare is the home of Sebulba's Legacy, the hardest track on the circuit. Methane gas leaks to the surface of this dry planet and can be ignited by Podracers.

AMATEUR PODRACING CIRCUIT

The Amateur Circuit comprises the easiest tracks in the game. After practicing your driving skills, begin here. The other drivers won't be so brutal at the start, and the courses lack the twisty-turny hazards you'll encounter in later races. A wise driver, though, will never let his or her guard down and is always expecting the unexpected.

Dud Bolt
Track Favorite: Malastare 100



The Boonta Training Course

Tatooine's training course has lots of flat areas to use your thrusters on, but keep an eye out for the narrow passageways. Don't take the final crevice at a high speed or you won't be able safely maneuver your Podracer through the Eye of the Needle.



The flat, straight stretch just before the finish line is an inviting spot to use your thrusters, but beware of the scattered rocks and boulders that litter the track. If you hit one at a high speed, your Podracer will be destroyed—and your hopes of winning with it.



Aquilaris Classic

The Classic will take you from the heart of the glitzy city, through underwater tubes, and on a don't-blink-or-you'll-miss-it tour of the sunken Old City. When you start the race, you'll have to weave around medians that divide the track.



You can engage the thrusters in the straight underwater tubes, but watch out for the opening and closing doors that can pinch your Podracer and detain you while you try to turn around. Use the rocky ramps in the tubes to get a little natural boost and jump the competition.



Malastare 100

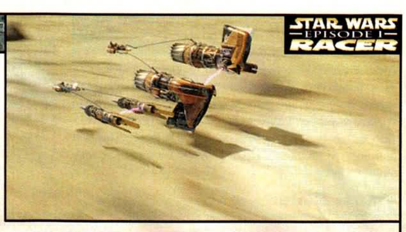
The hairpin turn at the tip of the Malastare 100 is the toughest corner you'll have encountered so far. There are a couple of alternate routes to take on this course, but none will shave a significant amount of time off your lap.

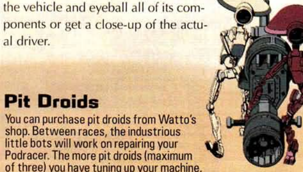


Beedo's Wild Ride may have had a couple of tiny crevices, but the Malastare 100 is the first course to feature a chasm that requires a planned turbo boost and a jump to survive. If you miss the jump by even an inch, your Podracer will blow up.

INSPECTION

Get an up-close and personal glimpse at the technology that makes the Podraces so exciting! The forty-foot-long Podracers, built from scratch in garages across the galaxy, are made to the specifications of each individual driver, so no two machines look alike. Just before you enter a race, choose the Inspect Vehicle option to take a visual tour of each Podracer and its pilot. An active camera allows you to swing around the vehicle and eyeball all of its components or get a close-up of the actual driver.





Pit Droids

You can purchase pit droids from Watto's shop. Between races, the industrious little bots will work on repairing your Podracer. The more pit droids (maximum of three) you have tuning up your machine, the better condition it will be in for the next race.



Use the C Buttons and the Control Stick to operate the camera in the garage. As you unlock more racers, you can inspect the differences between each vehicle. If you have purchased pit droids, you can watch them fix your Podracer.



Mon Gazza Speedway

The Mon Gazza Speedway may look like an easy track, but its simple design allows other racers to easily catch up with you, even if you have a substantial lead. Try to stay on the insides of the corners to gain ground.



The track is wide, but structures will divide the lanes. If you hug the inner wall, especially during turns, the obstacles shouldn't be much of a problem. Beware of using your thrusters since there are few straight stretches to take advantage of.



Beedo's Wild Ride

Beedo's Wild Ride is one of the most gorgeous tracks on the circuit. The snowy paradise is home to some dangerous ice formations and deep ravines that can swallow a slow-moving Podracer. The opening leg of the track is perfect for thrusting.



This is the first track where you'll encounter traction hazards. The surfaces of the frozen lakes make for slippery driving, so keep a finger on the brake and try to avoid oversteering your Podracer or you'll slam into the ice formations.



Vengeance

Oovo IV's treacherous Vengeance track earns its name for the difficulties it puts drivers through. Anti-gravity tubes may be fun to navigate, but try to land on the ground when you emerge from them or you'll crash into a wall.



The anti-gravity tubes are full of mining debris and large rocks. Avoid the floating boulders, and when you emerge into the central zero-G chamber, dart around the electrical current or it will break the magbeam that holds your engines together.



Spice Mine Run

The hazy Spice Mine Run is full of potential disasters. Not only will medians seem to pop up out of nowhere, giant spice mining equipment has been left on the track! Try to steer between the treads of the towering dozers.



The track has several different paths that you can take, each one complete with its own challenges. The labyrinth of routes built from girders will confuse even the most seasoned driver, as all paths seem to blend together after a while.

SPEED THRILLS

Podracers average between 500 and 600 mph, but with an extra boost from the thrusters, the machines will reach speeds upward of 900 mph. At speeds this high, control can become a problem, and unless you have upgraded your Turning mechanisms beyond their initial levels, you will find yourself unable to avoid walls and obstacles as they rapidly approach.



If you keep your thrusters on for too long, your engines will burst into flames. You can use the R Button to repair them, but the process will slow your Podracer. Watch the meter next to your speedometer, and if you hear the beeps, lay off the accelerator to avoid overheating.

Thrust Meter



A clear circle at the top of your speedometer indicates that you don't have enough initial speed to begin engaging your thrusters.

When your Podracer reaches 300 to 400 mph, the circle will turn blue. The circle will remain blue until you accelerate to thrusting speeds.



As you press Up on the Control Stick to gain additional speed, the circle will turn to green, indicating that further acceleration is required.

When it turns yellow, hold on to your lug nuts! Release the A Button then press it again to engage the blindingly fast turbo.



Red means thrusters are engaged, and your speedometer will creep up to 600 mph. You're then in danger of overheating, so ease off when you hear beeping.

SEMI-PRO

PODRACING CIRCUIT

After mastering the Amateur Circuit and upgrading your Podracer with your winnings, you'll be ready to dare the Semi-Pro Circuit. The courses on this circuit are longer and harder than the Amateur tracks, but a souped-up Podracer should be able to finish with decent standings.

Boles Roor

Track Favorite: Zugga Challenge



Sunken City

The second Aquilaris track sends you back beneath the waves. The sights and obstacles may be similar to before, but your increased speeds from upgrading your machine will make hazards like the closing doors even harder to navigate.



This track is similar to the Aquilaris Classic but much longer. Fortunately, some of the length includes straight stretches that are ideal for using your thrusters. Just watch out for overheating, or you'll lose time with repairs or blow up when you smash into a wall.



Scrapper's Run

This is your first race above Ord Ibanna. The first leg of the race is a long, straight stretch, ideal for firing up your turbo and blazing ahead of the other Podracers. A large jump requires pinpoint precision to avoid flying off into space.



The straight, narrow paths of Scrapper's Run take you through abandoned mining platforms. Some sections of the tricky track have no side railing, so beware of speeding up and shooting right off the edge into the wild blue yonder.



Zugga Challenge

This track bears some resemblance to the Spice Mine Run, but it is much harder. Not only will you encounter a lot more machinery, but the course splits several times, leaving you to decide which route to take.



If making the split-second decision about which route to take doesn't frazzle your nerves, dodging the colossal mining equipment will. The best route is the one between their treads, because going around them can take you off course and significantly slow you down.

YOU MUST HAVE CONTROL

As you upgrade your engines, your speed can overcome your ability to control your Podracer. Prevent your machine from going buckwild when you engage your thrusters by upgrading your Traction and Turning capabilities as soon as possible. When straight stretches are few and far between, being able to successfully navigate corners is the key to winning.





Use the Z Button to control the drift on your Podracer. If you drift into a corner, you won't lose as much speed as you do when you brake. Drifting will also help you exit turns better and prevent over-corrective driving that slows a Podracer down.



When the going gets tight, the tight get going on their sides. As you approach narrow spaces, you can use the left and right C Buttons to tilt your vehicle on its side and slip through tight openings like this spot on the Boonta Training Course.



As you approach jumps, lay on the turbo so you won't miss the opposing ledge. Pull back on the Control Stick to lift your engines and sail an extra few meters. If you need to land quickly, press Down on the Control Stick to touch down.



Howler Gorge

Ando Prime's deceptive beauty strikes again in this winding course. The ice tunnels offer many routes for you to take, but watch out for the frozen stalagmites that can saw a Podracer in half. Use your thrusters wisely on this track.



There is a mammoth jump toward the end of Howler Gorge. Pull back on the Control Stick to catch as much air as possible while flying off the ledge. The high-speed trenches after the jump are deadly, and really beware of the area of the track without rails.



Dug Derby

The Malastare 100 is a cakewalk compared to the tight turns of the Dug Derby. Be on the lookout for shortcuts that can save time, and watch out for methane flare eruptions. Don't get sideswiped by other Podracers inside the tunnels.



Not only are the turns tighter on Dug Derby, but the track is narrower, too. The skinny sections of the track make turning exceptionally difficult if you've recently engaged your turbo. Slow down to successfully navigate the area—you can regain your speed later.



Baroo Coast

The sumptuous beauty of Baroonda's coastlines make for excellent Podracing. The winding section of the track in the forest will slow you and the other racers down, but the wide open coast is perfect for using your thrusters.



As you take advantage of the turbo and rocket across the beaches, be careful to not push your engines to the point of overheating. If your engines ignite and you can't repair them in time, the twists in the forest could cause your Podracer to explode.



Bumpy's Breakers

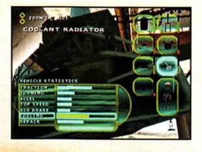
Bumpy's Breakers is home to some insane turns. If you try to use your thrusters any place but the lone straight stretch, you will explode. This track takes place entirely above sea level, across the islands of Aquilaris.



There are several jumps to survive on this track. If you hold back on the Control Stick, you should catch enough air to reach the opposite platforms. If you veer off course and enter the water, your Podracer will catch fire and explode, so slow down if necessary!

UPGRADES

When you first begin playing *Racer*, none of the machines has a distinctive tactical advantage over the others. Only after winning the purses from a few races will you be able to upgrade your Podracer with new components and spare parts salvaged from the junkyard. Parts purchased from Watto's shop are much more reliable and long-lasting than those bought in the junkyard, but they are also considerably more expensive.



On the Vehicle Upgrade screen, you can check the status of your Podracer's parts. Pieces that have long, green meters by them are in good shape. Short orange bars indicate that the part is heavily damaged and needs to be replaced as soon as you have available funds.



In Watto's shop, you can purchase brand-new parts. In addition to buying, you can also trade in older parts for credit toward new purchases. Store-bought parts are always in good condition.

Watto

Watto is the snickering proprietor of the parts shop and junkyard. In addition to selling Podracer parts, Watto also owns many slaves, including Anakin and Shmi Skywalker. The pudgy Toydarian is known to drive a hard bargain.



The parts in Watto's junkyard may look like good deals, but remember that they are used and have already taken some damage. The cheaper something is, the sooner it will probably have to be replaced.

GALACTIC PODRACING CIRCUIT

To triumph in the Galactic Podracing Circuit, you need to call upon all of your skill and finesse when you slide behind the tethers of your Podracer. The speeds of the upgraded machines will now be fast and furious, and the courses allow little margin for error, so drive like it counts!

Toy Dampner

Track Favorite: Executioner



Executioner

The zero-gravity tubes of Executioner are full of boulders, so watch out as you blaze through the track. Be careful not to oversteer around the rocks. Narrow openings and hard corners make for tricky driving, so use drifting when appropriate.



Even though it appears that you're about to slam into a wall, you're not. The entrance to the anti-gravity tubes sucks you beneath the surface of the moon. Speed up as you near the entrance and take advantage of the smooth sailing before the rocks appear.



Andobi Mountain Run

The Andobi Mountain Run traces the exact same path as Howler's Gorge up to the giant jump. After the jump, the slippery track takes you beneath the glaciers and through a maze of man-made tunnels that are long and narrow.



Once in the tunnels, you need to watch out for track dividers that can bang up your machine. Refrain from using your thrusters in this portion of the track, because there isn't a straight enough stretch to keep from crashing.



Dethro's Revenge

The platforms of Dethro's Revenge are full of towers that you must corner wide to safely clear. There are a few good stretches that are optimal for turbo, but if you don't slam into another machine while thrusting, you will explode.



The paths in Dethro's Revenge are winding and stacked. You can either take the top or float down to the bottom track. As you enter these narrow, yet straight, tunnels, press Up on the Control Stick to start the climb to thrusting speed.

DUELING PODRACERS

In *Racer*, the computer's artificial intelligence is intense and will definitely keep you on your toes, but there really is no comparison to racing against another human. The two-player mode allows you and another carbon-based life-form to select Podracers and tear across the cosmos in an exciting split-screen showdown. Relentlessly bash your opponent into the railings and make his or her engines explode. If you've managed to unlock Sebulba, use his special weapon to play really dirty!





Racer is equipped with multiple save files so you can race two upgraded vehicles against each other. You cannot select the same Podracer in a two-player game, though, which erases any hopes of dueling Anakins or Selbulbas.



The two-player screen is split horizontally. This view allows players to see far into the distance and prevents them from being surprised by any obstacles or racers that swoop in from the sides. It also maintains the feeling of speed, which is Racer's special appeal.



Sebulba's Legacy

Rumor has it that Sebulba designed this rough and tumble track himself. The track is similar to the Dug Derby but with tougher curves and sneakier shortcuts—evidence of Sebulba's touch. Beware of the giant pit late in the course.



Many Podracers lose their machines in the hole that marks the final stretch of Sebulba's Legacy. There are two routes around it. The upper route's corners aren't as sharp as the lower path's, but it's a few seconds longer.



Grab Vine Gateway

When you first inspect the map of the Gateway, it looks almost impossible. The course features more twists than the plot of the original *Star Wars* trilogy. Burst through shortcuts in the wooded area to gain precious seconds on the other racers.



The swampy marshes of Baroonda are difficult to navigate, like the lunar surface of the Gauntlet. Keep an eye on the radar to make sure you don't veer off course, because the other racers seem to have an uncanny knack for staying on the path.



The Gauntlet

The Gauntlet is modeled after Executioner, but it adds an extra length of track on the surface of the moon that seriously tests a Podracer's mettle. To balance out the tough turning, the Gauntlet features some excellent straight stretches.



The surface of the moon is rocky and without a clear path. Keep your eye on the radar screen in the upper-right corner of the screen to verify that you're still on the course before you wind up smashing your machine against a giant rock.



Fire Mountain Rally

The Fire Mountain Rally keeps you away from the Baroonda course and steers you straight through the heart of an active volcano. The Rally isn't as curvy as the Grab Vine Gateway, but its few turns are just as treacherous.



As you enter the volcano, keep to the center of the track. If you fall into the lava flow, your machine will take damage. Don't stay in the magma too long or your engines will catch fire. If you fail to repair them quickly, your machine will explode.

NEW CHALLENGERS

The initial cast of Podracers is colorful enough for an entire game, but LucasArts isn't content with including only six machines. As you prove yourself a champion on the circuits, you'll unlock other characters. At this writing, there are over 20 individual pilots with their own distinctive Podracers!





At the start of each race you will encounter the track favorite face-to-face for a not-so-friendly exchange. (Just what exactly is "bantha poodoo?") If you defeat the favored racer, you will unlock that character and be able to race as him or her in the future.



Aldar Beedo

Lanky Aldar Beedo may be a second-rate Podracer, but he's a first-rate bounty hunter who enters the Podraces to win the price on Sebulba's head. His Podracer is fast. It handles decently but lacks good brakes.





Neva Kee

Neva Kee's Podracer has terrible acceleration but excellent handling and turn response. Upgrading is required to get his Podracer up to speed. His Podracer is also the only to have its engines connected to the Pod.





Sebulba

Sebulba is rated as the best Podracer in Mos Espa. The Dug's Podracer is equipped with a flame thrower that spits bursts of fire at his opponents. Sebulba loves to win, but he loves to watch others crash even more.





As you open up new drivers, you will have to learn the intricate nature of their Podracers. No two Podracers handle the same, and, for example, if you've trained hard as Anakin Skywalker, it will take some adjusting to master Neva Kee's machine.



Sebulba is, at this time, the only racer with a weapon. When you race as Sebulba, pull alongside a competitor and tap the R Button to unleash a jet of fire to damage the other machine. It's cheating, but Sebulba isn't known for being a good sport.

EXCITED YET?

THE FORCE WILL BE WITH YOU SOON

Nintendo Power has been having a blast with this game. The control is tight, the sense of speed is unparalleled and the immersive environment is astounding—it really puts you in the movie! Last month, we flew down to LucasArts for a look at the latest version and we were suitably impressed with the incredible progress being made on this gem. We were equally blown away by having this chance to experience a taste of the new movie through this game. If Racer is any evidence of the fun we're going to have in theaters come May 19, expect to see us first in line, and afterward we'll be running home to relive the movie's excitement with *Star Wars: Episode I: Racer*. This summer's starting off with a bang on your N64!




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THE SAFARI ZONE

This summer, gamers everywhere will finally be able to journey to the fabled shores of Pokémon Island on their N64. Their mission: to photograph and catalogue as many wild Pokémon as possible for the publication of Professor Oak's definitive Pokémon encyclopedia. We were recently allowed access to the shores of the hidden island and we had the pleasure of accompanying the professor on a picture-taking safari tour of this magical place.

WILD, WILD WORLD OF POKéMON

Our journey took us over shoreland bridges, into deep caverns, up the flanks of a volcano and down hidden valley waterways. It seemed, at times, that everywhere we looked there were Pokémon peering out from behind rocks, squeaking at us in their own languages. Sometimes we wished to reach out to them from the safety of our Zero-One transport, but Professor Oak's message was clear: Touch nothing, and take only photographs.

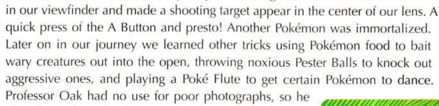


Not all Pokémon were friendly, so we were careful to keep our hands inside the vehicle at all times.

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A TRAINED EYE

Although we already had some experience taking pictures of wildlife, the Professor took the time to show us how to operate the tools of the trade. The camera was fairly simple—holding down the Z Button zoomed in our viewfinder and made a shooting target appear in the center of our lens. A quick press of the A Button and presto! Another Pokémon was immortalized. Later on in our journey we learned other tricks using Pokémon food to bait wary creatures out into the open, throwing noxious Pester Balls to knock out aggressive ones, and playing a Poké Flute to get certain Pokémon to dance. Professor Oak had no use for poor photographs, so he also showed us the importance of proper technique. Making sure your Pokémon were facing forward and centered in the frame was vital, but it was also important to try to get as close as possible.



Professor Oak became extremely excited whenever we managed to get multiple Pokémon in the frame. He also awarded high marks for capturing a Pokémon in the middle of a special attack or a colorful reaction.

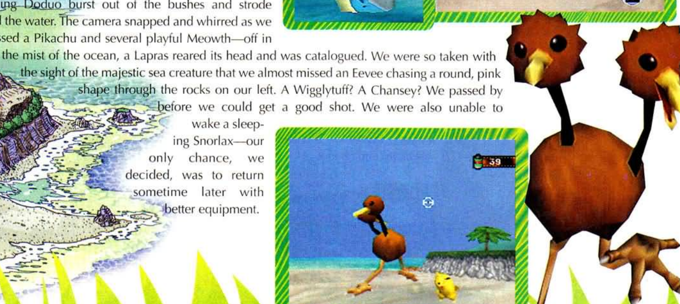


ON THE BEACH

Armed with a 60-exposure roll of film, we boarded the 01 at a quiet spot on the shore. We were pleased to discover that there was no need to steer the vehicle–it ran on a preset track, allowing us to give our full attention to the Pokémon scampering all over the sand.

POKéMON AHOY!

A flock of Pidgey immediately fluttered across our path, but we had no sooner gotten a couple shots off than a squawking Doduo burst out of the bushes and strode toward the water. The camera snapped and whirred as we passed a Pikachu and several playful Meowth—off in the mist of the ocean, a Lapras reared its head and was catalogued. We were so taken with the sight of the majestic sea creature that we almost missed an Eevee chasing a round, pink shape through the rocks on our left. A Wigglytuff? A Chansey? We passed by before we could get a good shot. We were also unable to wake a sleeping Snorlax—our only chance, we decided, was to return sometime later with better equipment.



INTO THE EARTH

No sooner had we returned to the base than the professor sent us back out again, this time to investigate the rumor of a Zapdos sighting near the underground power plant. We reloaded on film and were about to be on our way when the professor handed us a sack of reddish fruit. Our travels had produced a hunger in our bellies, but Professor Oak made it clear that this was Pokémon food, and no matter how good it looked, it was made exclusively for Pokémon.



ELECTRIC AVENUE

We headed into the dark depths of the island, and our Pokémon food instantly paid off. While attempting to bait an angry Electabuzz, we accidentally bounced a piece of food off a Voltorb shell and the creature self-destructed in an explosion of light. We cruised beneath descending groups of Kakuna and were startled when a Zubat flapped out from behind a door, squeaking angrily. We got a few shots of a mysterious purple glow and several Magnemite, but no Zapdos. There was a suspicious egg, but we couldn't see inside it...



SAFARI, SO GOOD

We had no time to wait for the Zapdos to appear, so we hurried to the next destination, a gentle river cutting through lush vegetation. We were amazed to see our craft suddenly inflate pontoons on either side and even more surprised when the professor handed us several canisters. He told us to be careful—the Pester Balls would release a cloud of gas that most Pokémon disliked.



PLEASURE CRUISE

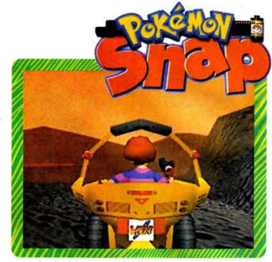
Spotting a few Poliwag, we tried to flush them into the open with our new items, but the Pester Balls merely dazed the water creatures. The shores boasted Bulbasaur and Slowpoke, and a group of Metapod dangled from the canopy above us like ripe fruit. The water teemed with life, and in a short time we were able to catalogue Psyduck, Shellder, Cloyster, Magikarp and Dratini.





DANGER ZONE

Another exciting rumor reached us as we came off the river—a Moltres had been seen roosting near the mouth of the island's volcano. We immediately made tracks for the smoking crater. Although the professor assured us that the trail was safe, the sight of molten lava bubbling nearby made us nervous. We added a Poké Flute to our arsenal, although we thought an air conditioner would have been more valuable.



A HOT SPOT

A herd of Ponyta greeted us, and soon after we spotted a couple of Vulpix who jumped for joy when we fed them some Pokémon food. To our left, an angry Magmar blew a stream of fire at a Charmander, only to be blown off its feet when the creature evolved into a Charmeleon before our very eyes! Stunned by this vision, we barely had time to knock a large egg into the lava blocking the track. Within seconds, a Moltres emerged in a cloud of steam and took to the air with a loud cry. It flew off as we snapped away with our camera.

Finally, a shot of this rare creature on record. Professor Oak was bound to be pleased.





Just for fun, the photographer tossed a canister into a smoking crater—a Growlithe emerged barking.

BACK TO THE LAB

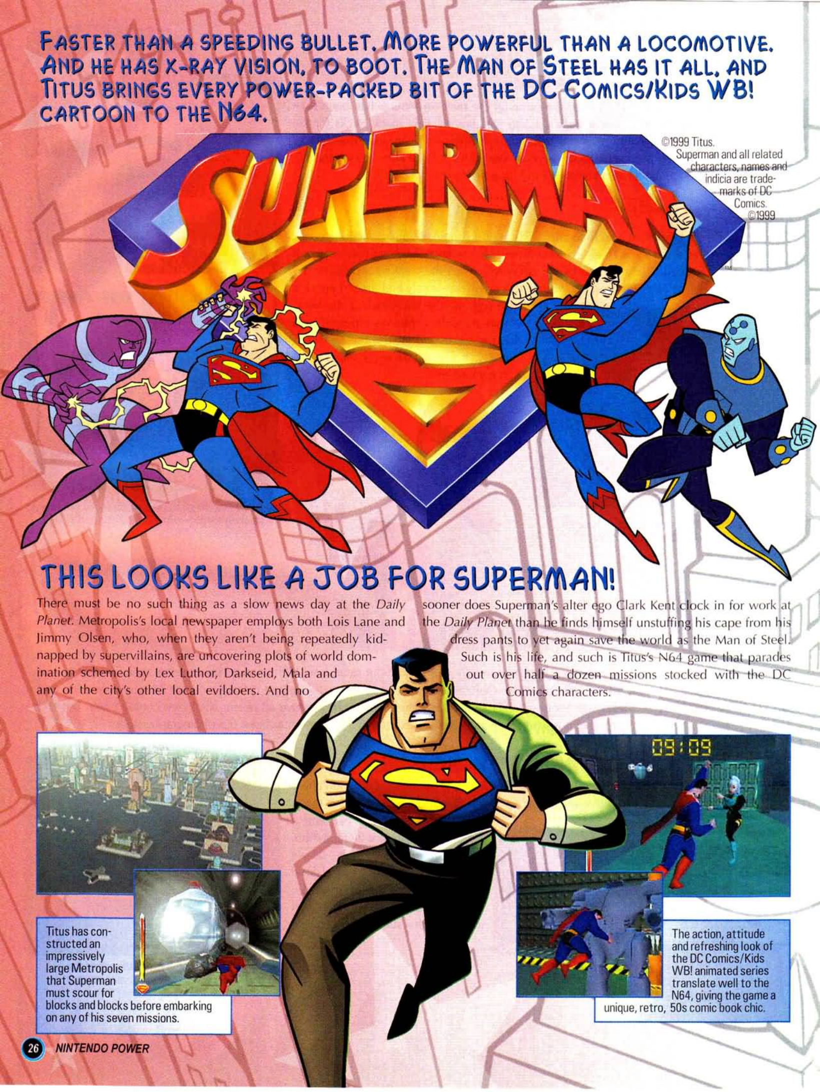
All vacations have to come to an end, and our safari time had run out. The professor took the time to sort through our portfolio. Our camera had served us well—we had catalogued over 20 new Pokémon, and although Professor Oak showed us where we could improve all of our shots, we couldn't help but feel proud of our work. Sometime in the next month, we'd return to hone our photography skills.

COME BACK SOON!

After our brief taste of this island paradise, we couldn't help but want more. So many Pokémon were still out there, waiting for an artistic eye and a zoom lens to capture them on film. They would have to wait—as we floated away and the island became a speck on the horizon, we began counting the days until its release this summer.



We couldn't take the whole album, but the professor gave us one wallet-size souvenir.



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THIS LOOKS LIKE A JOB FOR SUPERMAN!

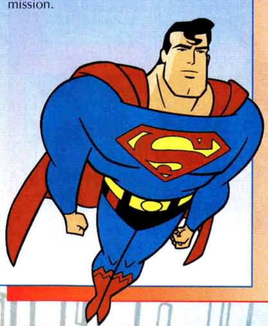
There must be no such thing as a slow news day at the *Daily Planet*. Metropolis's local newspaper employs both Lois Lane and Jimmy Olsen, who, when they aren't being repeatedly kidnapped by supervillains, are uncovering plots of world domination schemed by Lex Luthor, Darkseid, Mala and any of the city's other local evildoers. And no sooner does Superman's alter ego Clark Kent clock in for work at the *Daily Planet* than he finds himself unstuffing his cape from his dress pants to yet again save the world as the Man of Steel. Such is his life, and such is Titus's N64 game that parades out over half a dozen missions stocked with the DC Comics characters.

Titus has constructed an impressively large Metropolis that Superman must scour for blocks and blocks before embarking on any of his seven missions.

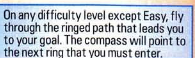
The action, attitude and refreshing look of the DC Comics/Kids WB! animated series translate well to the N64, giving the game a unique, retro, 50s comic book chic.

METROPOLIS

Preceding the first mission and sandwiched between the remaining missions is a "ride" level, in which Superman must fly over Metropolis navigating obstacle courses and answering pleas for help. Once he has accomplished his good deed, the game will direct him to his next mission.

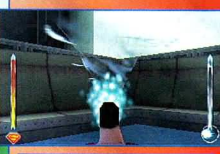





On any difficulty level except Easy, fly through the ringed path that leads you to your goal. The compass will point to the next ring that you must enter.


Battling the Dark Shadows is a case of fight *and* flight. Rather than landing, plow into the Cybernetic soldiers and press the A Button to bash them.


Fly into objects like cars to pick them up, then press the A Button to throw them up, up and away in the name of truth, justice and the American way.


By collecting power-ups, you can fuel Superman's powers, such as his freezing breath, which can put a stop to the tornadoes twisting by the pool.

THE DAM

Lex Luthor has trapped Lois Lane, Jimmy Olsen and Emil Hamilton in a virtual world, and more impending trouble floods into Superman's agenda when Mala plants bombs in the city's dam to burst it.

OBJECTIVES:

- Lift the box in the third room to find the access code
- Take the code to the main computer in the first room
- Dive into the canal to collect the access key
- Turn the valve to drain the canal
- Talk to the workers to get the access code
- Collect the freeze power-up in a chamber overlooking the canal
- Return to the first room to initiate the access code that unlocks the turbine rooms flanking the chamber where Mala and her robots ambushed you
- Enter both turbine rooms to chill the time bombs with your freezing breath


To exit a room, heave the hovering robots patrolling the chamber. Once you've thrown one aside, keep your distance since the robot will explode.



The room where you begin your mission houses the main computer that can decipher the two access codes you'll find hidden in the facility.


After fishing out the access key that unlocks the side doors, enter one of the canal-side rooms to turn the crank that will drain the flooded moat.


Time bombs tick in both turbine rooms. Using the freeze power-up from one of the canal chambers, disable the bombs by putting them on ice.

LEXCORP

After saving the dam workers and providing safe passage for a skateboarder, Superman infiltrates Lex Luthor's lair, where you may be able to find clues hinting to your friends' whereabouts.

OBJECTIVES:

- Collect the heat vision power-up by the potted plants
- Read the note on the table in the lobby conference room
- Enter the blue, unlocked elevator
- Deactivate the Kryptonite generator by accessing the three colored computers in the order listed in Luthor's memo
- Reenter the elevator to return to the lobby
- Enter the elevator on the far right
- Destroy the Dark Shadow so Luthor will contact you
- Coordinate the six computers so they spell out "Luthor" to activate Elevator Four
- Ride Elevator Four, the farthest lift on the left, to battle Brainiac with your heat vision
- After Brainiac flees, read the memos on the desk for clues



Luthor's memo to the Parasite details how to deactivate the Kryptonite generator. Find the note in the conference room, then hit B to read it.



After riding the only unlocked elevator, quickly access the computers according to the code on the memo before the Kryptonite generator cripples you.



The computers change one to six letters. Use the six-changer until "L" is the first letter, then work your way down the terminals until you spell "Luthor."



After you've collected the heat vision power-up in the main lobby, unleash it on Brainiac in the penthouse until you stare—and scare—him away.

THE WAREHOUSE

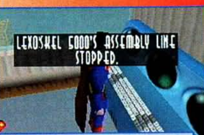
A little too good at snooping, investigative reporter Lois Lane gets closer to LexCorp's shady truth than a haircut on Luthor. To stop her meddling, Lex sends cyborg Metallo to put her out of circulation.

OBJECTIVES:

- Grab the access card on the stairs
- Fly to the room above the forklifts to deactivate the force field
- Talk to Lois Lane
- Collect the access card to Zone 6 in the dead-end hall in Zone 3
- Enter Zone 3 and quickly access the three computers to deactivate the hallway beams blocking the adjacent test room
- After fighting Metallo in the test room, access the computers to disable the Kryptonite, unlock Zone 1, and deactivate the force fields
- Access Zone 2's computer to disable the Lexoskel 5000s' assembly line
- Throw forklifts at the Lexoskel 5000s in the main warehouse
- Use Zone 4's computer to unlock Zone 2
- Enter Zone 2 and place crates in every blue shaft of light to free Lois
- Escort Lois back to Zone 5
- Fight and defeat Metallo in Zone 5



Destroy all the Dark Shadows, grab the access card on the stairs, then swoop into the room above the forklifts to deactivate the shields trapping Lois.



When Lois warns you of the Lexoskel 5000s, hightail it to Zone 2, where the computer controlling the giant robots' assembly line is stationed.



By accessing the computer in Zone 4, you'll unlock Zone 2 where a crate placed in every column of blue light will free the once again imprisoned Lois.



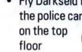
Lois won't walk far without you, so escort her out of the area and sock any Dark Shadows lingering in the side rooms who await the chance to waylay you.

PARK PLACE

Never far from trouble, Jimmy Olsen gets in hot water in the parking garage of his own workplace. Darkseid, in his bid for galactic domination, has added the *Daily Planet* to his list of cosmic conquests.

OBJECTIVES:

- Descend to the bottom floor to find Jimmy trapped behind the brick wall
- Soar to the top floor to find the access key under Lex Luthor's black car
- Free Jimmy with the access key
- Fly to the second floor and place boxes over the red laser beams
- Enter the adjacent doorway marked with "Danger" and a skull and crossbones
- Freeze the bomb and Kryptonite generator inside
- Knock out Darkseid on the second floor
- Fly Darkseid to the police car on the top floor

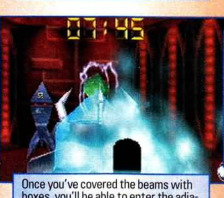




Superman can topple any of the parking garage's brick walls, which conceal power-ups and even an unflappable photographer named Jimmy Olsen.



After freeing Jimmy, place boxes on the red beams that will appear on the second floor where you'll sense the presence of debilitating Kryptonite.



Once you've covered the beams with boxes, you'll be able to enter the adjacent "Danger" door to puff your freezing breath at the bomb and generator.

Not far from the Kryptonite generator you'll encounter Darkseid. Sock it to him, and for once it'll be lights out for Darkseid. Carry him back to the police.

S.T.A.R. LABS

Once an employee of Emil Hamilton's S.T.A.R. Labs, Rudy Jones has returned as the Parasite to trap the good professor, whose company's chemicals led to the power-hungry villain's mutation.

OBJECTIVES:

- Take the elevator to the bottom floor to speak to Hamilton
- Return to the first room to activate the three computers
- Revisit and speak with Hamilton
- Dive into the underwater tunnel and collect the key
- Lure the Parasite into the next room
- Enter the rectangular force field and access the computer once the Parasite enters
- Talk to Hamilton
- Enter the room that overlooks the first room and cross the blue energy bridge
- Activate the computer shrouded in green light
- Take the elevator back to the main floor
- Talk to Hamilton



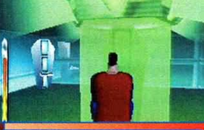
The Parasite is attempting to flood the passage where Hamilton is trapped. To stop the water, access the three computers in the presence of the Parasite.



Near Hamilton's cell bubbles a pool. Dive into the crab-infested waters and enter the tunnel beneath its depths to collect the access card.



Lure the Parasite into the neighboring room. Once he has followed you into the force field in the corner, trap him by activating the computer inside.



Across the first room's blue bridge glows a computer bathed in green light. By activating the terminal, you'll disable the shield trapping Hamilton.

METRO

And to think people complain about rats in the subways. If you're playing on Normal difficulty or higher, Superman will have to rid the Metropolis underground of Lex Luthor's robotic troops.

OBJECTIVES:

- Play on Normal difficulty or above
- Travel to the end of the subway line to discover that the exit has been blocked
- Turn around and travel to the beginning to discover that the other end is also blocked
- Talk to the trapped subway patron
- Enter the sewer passage behind him
- Battle the Lexoskel 5000 on the Metro platform
- Rid the subway of all Dark Shadows
- Escort the subway patron to the exit
- Fly through the hole in the ceiling above the Metro platform to exit



To find health power-ups, explore the side passages. The red lasers inside lock nearby doorways. By disrupting a beam with a box, you can unlock a door.



When you reach either end of the subway line, an explosion will seal the exit. Once you're trapped, a stranded subway patron will appear in a side passage.



The trapped subway patron fears the monsters lurking in the subway. A few loom in the sewer that you can enter through the passage that's behind him.



Instead of chugging metal trains, a clanking metal robot awaits at the Metro platform. Short circuit the giant Lexoskel 5000 by pummeling it.

STARSHIP

Using technology from his spacecraft, Brainiac has created the virtual world where your friends have been trapped. By ransacking his ship, you may be able to break free of his cyber shackles.

OBJECTIVES:

- Play on Hard difficulty
- Collect the 12 pieces of the device
- Stand on the light table to reveal the red arrow on the floor
- Using heat vision, sear the pulse ray that the arrow points to
- Stand on the light table
- Enter the new area and activate the computer in the upper level
- Repeat the light table sequence twice
- Enter the new area and throw barrels at the crab generators
- Activate the right-hand computer and enter the portal
- Reexplore the upper and lower levels
- Reactive the right-hand computer and enter the portal
- Talk to Hamilton and activate the computer
- Warp from one crab generator portal to the next until you reach the year 2000
- Freeze your friends and push them through the portal



When you land on the light table, it will glow red while an arrow appears on the floor. Fire your heat vision at whichever pulsing fountain it points to.



The portals generate crabs. To deactivate the crustacean creators, toss a barrel at them. Once all have been disabled, head to the computer room.



Access the computer on the right to enable the portal. When you reemerge, destroy the enemies then reaccess the computer to reenter the portal.



After meeting Hamilton, you'll warp to another year. Enter the crab generators to randomly warp from year to year until you reach the year 2000.

V-Rally is a game of incredible realism, intense challenges and– Oops, you almost took that Swede's head off.

V-RALLY EDITION 99

Go for a spin at
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TM

From snow-covered mountains to tropical forests to rice paddies, V-Rally's inspired scenery and 50 treacherous tracks are a very good excuse for losing your concentration. But with features like real car physics, car modifications, co-pilot assistance and official World Rally cars, you'll run out of excuses fast. V-Rally Edition 99. Now available for N64. Coming soon for GAME BOY COLOR



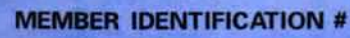


www.infogrames.net

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CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #



It's Clobberin' Time

World Championship Wrestling has always been a sight to behold, and it becomes an even bigger spectacle when the fight breaks out on top of a pool table, in a beehive or under a circus big top. To unlock an extra 17 rings, quickly tap the left C Button, L Button, right C Button, R Button, then the Z Button while on the title, Options or Select Mode screen. Choose any of these screens when punching in any of the game's other codes, too, such as the Big Head Mode; Big Head, Hands and Feet Mode; Throbbing Head Mode; and All Wrestlers Unlocked



It's Saturday Nitro Fever! If you hit B when competing in the Disco Ring, the fighters will do a little dance and make a little light of themselves.



Press the right C Button seven times, hit R, then tap Z for big heads. For big heads, hands and feet, press R seven times, tap the right C Button, then hit Z.



If you hit the left C Button seven times and follow with a tap on the L and Z Buttons, the wrestlers' heads will swell every time they're hit.



To unlock all wrestlers, hit the right C Button four times, the left C four times, the R Button four times, the L Button four times, then the Z Button once.



Level Select and Alternate Intro Scenes

What do you do when robot animals attack? It sounds like the premise for a sweeps week TV special, but it's just the predicament Evo and Dan Danger have plunged into in Space Station Silicon Valley. If you're having trouble bailing the duo out of trouble, head to the Bank Select Screen, then enter the Control Pad and button sequences listed below to unlock all the levels in a given world. Or, if you need a breather, hold the A or B Button while the DMA intro scene is playing to view one of two alternate sequences.

World	Code
Euro Eden	Up, Down, L, Z, Down, Up, Z, Down
Arctic Kingdom	Up, Down, Z, L, Down, right C, Z, Down
Jungle Safari	Up, Down, L, Z, Down, left C, Z, Down
Desert Adventure	Up, Down, L, Z, Down, Left, Z, Down
Celebration Parade	Up, Down, L, Z, Down, Right, Z, Down



Dogs normally give the DMA logo the mail carrier treatment when you first power up your N64. To see an alternate sequence, hold the A or B Button while viewing.



While viewing the Bank Select Screen, quickly rattle off the button and Controller Pad sequences listed above to unlock an entire world.

NASCAR 99

Race as Davey Allison and Benny Parsons

In addition to featuring NASCAR's current drivers, the game conceals two of the association's legendary racers. To drive as Davey Allison, select Single Race and the Talladega track, then highlight Select Car and quickly press up C, left C, down C, right C, L, R, L, R, L and then R. To unlock Benny Parsons, select the Richmond track, highlight Select Car, and then tap up C, right C, down C, left C, Z, Z, Z, L, Z and Z.



To race as legends Benny Parsons or the late Davey Allison, select Single Race.

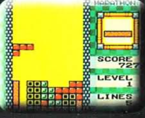


To use Parsons, you must first choose the Richmond track. For Allison, select Talladega.

TETRIS DX

What Goes Down Must Come Up

Game Boy Color's Tetris DX blocks are supposed to fall only, but you can defy gravity by directing your block into one of the side walls. If you guide your block to the left, keep holding Left on the Control Pad, then rapidly tap the A Button. If you choose to guide your block into the wall on the right, rapidly tap the B Button instead. As you pound the button, your block will float up.



To send a Tetris block moving upward, guide it into the side wall.



If you've curbed your block against the left wall, rapidly tap the A Button.



Codes, Cars and Cups Runneth Over

Last month Classified Info unveiled the codes for the Scorpion and Cobra cars. This month, you'll be able to prowl in the Panther and every other vehicle. The codes will also unlock every cup circuit, but if you'd rather take on the challenge, activate Master Mode for a souped-up difficulty level.

Effect	Password
All Cars	WLLVDD
Cheetah Car	NRNNRR
Crystal Cup	LGSSSX
Diamond Cup	CRKKYY
Master Mode	PXPRTS
Panther Car	YMSTTR
Zenith Cup	DZPKKK

BLITZ

Blitz Blackout

Football fans enjoyed a Blitz blowout of codes in Volume 114, but one code managed to hide out on the sidelines. On the versus screen that shows the two teams' helmets, press the Z Button five times, B three times and A four times, then push Down on the Control Stick to activate Lights Out



Enter the Lights Out code on the versus screen that appears right before the game starts.



The code dims the lights, but it sure doesn't make the game any more romantic, what with the tackling and all.

BattleTanx

The Code Banx

The BattleTanx codes keep rolling in, and in this wave of secrets, you'll be able to unlock every weapon and earn unlimited lives and ammo. While you may be able to keep those extras in your arsenal, you might not be able to keep your lunch since one of the other new codes will activate Hurl Mode, a dizzying ralphfest that will heave the camera into a neverending tailspin.

Description	Code
Run Story	CDPLT
State Street Level	CJSKPFLGMH
Trippy Mode	CNCTHRTM
Hurl Mode	HVRL
Unlimited Ammo	LTSFBLLTS
Unlimited Lives	LVFRVR
All Weapons	PLVRZM



To view the entire slide show, enter CDPLT, then begin a game.



By entering CJSKPFLGMH, you'll be able to begin a game in the southern sector of Chicago.



The war-torn world won't be so bleak with the CNCTHRTM code's psychedelic skies.



If your stomach is strong, enter HVRL to activate the spinning camera mode.

Virtual Pool



Sticks and Tricks

Short of launching a well-timed sneeze, the best way to make the CPU player miss its shot is by pressing and holding the R Button when your opponent is aiming. Once the camera has switched to overhead mode, move your Control Stick to reposition the CPU's stick. If you want to change the power of your last shot, call up the instant replay feature by pressing Left on the Control Pad. As the shot replays, press and hold the A Button for a second go at your shot. By using the Control Stick while holding the A Button, you'll be able to vary the power of your shot, bu



By holding the A Button while viewing your shot's replay, you can reshoot while adding more "oomph."



Fishing on the Go

To submerge yourself into fishing pond action, slip on your Hover Boots, then take a baby step onto the water so you're hovering above the shallow end. As you step out, cast your line. If you've timed it correctly, you'll sink as your line lands. Knee-deep in water, you'll be able to move about the pond while your line is fully cast . And if you're really interested in getting up close and personal with the fish, pop on your Iron Boots and don your Zora tunic.



Hover at the edge of the shore and cast your line before your shoes' power gives way.



In your Iron Boots and Zora tunic, you can walk up to the fish you're about to catch.

CLASSIFIED INFORMATION



Codes Bigger Than a Butterfly Collar

Activision's Vigilante 8 may tell of the last days of disco, but NP has the first word on the game's funky codes. And that's no jive talkin' either. Take your bad self down to the Options Screen, highlight Passcode, then enter A-_MOON_GET-
AWAY for reduced gravity, POPULATION_OUT to remove enemies, LIVING_FOREVER for invincibility, I_AM_TOUGH _GUY for increased difficulty, GO_REALLY_SLOW for slow

Car Select

Type in MIX_MATCH_CARS so you can choose a rival gang's car in two-player mode. Both players will also be able to choose the same car so they can match better than a polyester leisure suit.



Enhanced Missile

The characters' pants won't be the only things with mighty flares if you enter MISSILE_ ATTACK. By punching in the passcode, you'll be able to boost your firepower.



Flying Saucer

To enter a code, highlight Passcode, then press the A Button. By pushing Up or Down on the Control Pad to scroll through the letters, you can enter codes like GIMME_DA_ ALIEN to unlock the U.F.O.



No Weapon Delay

Normally, your weapons take a while to fire, but with the FIRE_NO_LIMITS passcode, you'll be able to shoot faster than you can ask, "Do you feel lucky, punk? Well, do ya?"



Story Slide Show

It's not quite as good as a trip to the drive-in, but it will do. Type in LONG_SLIDESHOW, select Game Status, highlight a character, then hit A to view all the finale scenes in succession.



Ultra High-res

If you're using the N64 Expansion Pak, type in MAX_RESOLUTION to unlock Ultra High-res Mode. To access the improved look, pause a game, then highlight Resolution.



Unlock Cars

To unlock every vehicle except Y's flying saucer, punch in GANGS_UNLOCKED. If you've entered the code correctly, you'll hear a voice shout out a loud and proud "Funky!"



Unlock Levels

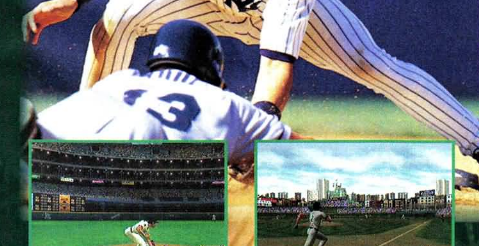
Do you want to cut to the chase? If you enter LEVEL_ SHORTCUT as your passcode, you'll be able to open the game's locked levels.



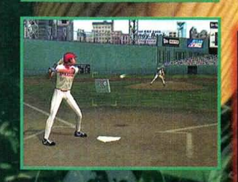
If you have a trick, password or code for our Classified Information files, drop us a line at the address to the right or send e-mail to classified@nintendo.com. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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98073-9733

ALL-STAR BASEBALL™ 2000







The '99 season is here, and Acclaim and Iguana have stepped back into the box, hoping to hit another home run with the popular All-Star Baseball.

Clemens in pinstripes, Mac and Sammy dueling dingers, Griffey smacking long balls out of Safeco...it's all packed into ASB 2000. Last season's rookie debut for this series was a huge success. Gamers and critics agreed that it was the most visually stunning baseball game on the market, but there was room for improvement. This year, glitches have been fixed and new features have been added in preparation for heavy competition from other titles.

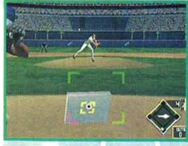
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NEW FEATURES

You'd think it would be tough to top a brilliant debut season, but don't expect All-Star Baseball 2000 to experience a sophomore slump. There are tons of new animations, options and features to enjoy.

3-D BATTING ICON

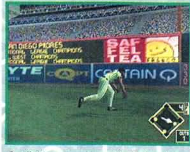
Need to advance the runner with a chopper to second? Or loft a deep fly to score the man on third? No problem. The 3-D batting icon guarantees that you can place the ball anywhere on the field during crucial moments.



Rotate the 3-D icon in the desired direction before the pitch is delivered. The icon is used for precision, not power.

EVEN MORE PLAYER MOTIONS

Among the 400 new animations are over-the-shoulder catches, hook slides, swipe tags, running grabs and authentic home run swings. The players even do the McGwire stutter-step as they round each base after a dinger.



Outfielders can charge the ball and make a quick play on the run, while infielders will stab hard liners on the move.

ADVANCED AI

If you're looking to throw pure fastballs, knock every ball out of the park, and coast to the World Series, you have the wrong game. Batters will remember your pitch selection, and hurlers will aim for your weak spot. Also, players perform better at different times of the day and in different settings depending on real-life tendencies.



PLAY MODES

QUICKPLAY

If you're anxious to hit the field, just choose Quickplay. When you do, the game will start with two random teams, sending you straight to the lineup screen.



Keep in mind that Quickplay uses default settings so you won't be able to select a stadium or change the game length.

SEASON AND PLAY-OFFS

Stat junkies will be satisfied with more than 300 tracked categories. All-Star voting is back, along with the many season awards, including Gold Gloves.



There is a variety of interleague and traditional season schedules to choose from, ranging from 13 to 162 games.

HOME RUN DERBY

Who's the real king? Up to eight players can battle in a multi-round contest, and the slugger with the most home runs in the final round wins.



Try placing the cursor slightly under the ball locator. It takes practice, but soon you'll be crushing every pitch.

BE THE MANAGER

... and the head coach, and the star player. Hey, this is your team. You can start from scratch by entering the player draft, or you can take over an existing franchise. And don't forget to create yourself as the hot, young prospect.

CREATE A PLAYER

The create-a-player option has become an absolute necessity in sports games, and this one is very detailed, giving you the freedom to select unique physical characteristics and rank players' abilities.

Be a Star

Have you ever wanted to put on a major league uniform and take to the field? Well, now your dreams can come true... sort of. Create yourself and join your favorite team. You can even choose your own personalized batting stance or pitching windup.



Some teams don't allow facial hair, but feel free to break the rules. New player graphics include sunglasses and high socks. The free agent list has also been expanded to 25 players.





Player Attributes

All the typical categories are here, including power, speed and stamina. Unfortunately, you can't create a superhuman player because you have only a limited number of skill points.



Your player will be given an overall grade and grades in each category.

Pitch Types

You need a stud on the mound. Will you create a crafty knuckleballer or an aggressive flame thrower? Every pitcher has his own arsenal, and you'll have to decide which weapons your new ace will have at his disposal.



WHO'S ON FIRST?

Chemistry is important for any successful club. Do you pencil in that young rookie or stick with the reliable veteran? Remember to set lineups for AL and NL parks if you're playing an interleague season.



Be sure to check to see how well each of your players performs against righties and lefties before you set your lineups.

KING OF THE HILL

True contenders have a deep rotation, so choose your five starters wisely. If you're lacking an ace or a tough lefty, scour the trade market right away! And don't be afraid to call up a rookie from the farm.



A default rotation is provided for each team, but you can make adjustments at any time if a player gets injured or traded.

SCOUTING, DRAFTING, TRADING

Before you draft or trade for a player, you can check out his strengths and weaknesses with detailed scouting reports provided by Yankee shortstop Derek Jeter. The player draft has been improved—you can no longer easily assemble an unstoppable All-Star team. The CPU will snatch good players in a hurry, so try to grab one of the few star catchers or shortstops early. The trading feature has also been enhanced to include three-for-one deals.

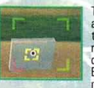


BATTING

Let's face it, the batting interface is the most important aspect of a baseball game, and All-Star Baseball gives you every option imaginable. You can use the 3-D icon to control your swing, try to guess the next pitch and increase your chances of a successful hit, or tap the power button and just swing for the fences.

SMALL BALL

Baseball isn't just about smashing home runs. You'll have to do the little things if you want to win. The 3-D icon will help you play small ball on offense. Use the icon to hit a deep sac-fly or e‹ecute a slap to right to advance a runner.



The 3-D icon is a box that tilts in all directions. Hold down the B Button and move the Control Stick to rotate the box. Release the B Button to shift the icon within the strike zone.



Keep in mind that the 3-D icon is not to be used for power. Tilting the icon up usually results in a fly out. Use it when you need to make contact and hit the ball in a certain direction.

STAY ON YOUR TOES

The Guessing Game

Hitting a ball is much easier when you know what's coming. If you guess wrong, you're meat, so use this feature sparingly.



Before the windup, you can try to predict the next pitch and its location. If you're right, you'll probably crush the ball. But take the risk only when you're ahead in the count.

Watch for Patterns

Certain hurlers rely on the same pitch over and over. Notice what the pitcher likes to throw and try to anticipate patterns.





If the ball locator starts above the strike zone, you can bet you'll see a nasty curve drop into the box. But if you're behind 0-2, the pitcher will usually waste one off the plate.

BUNTING

Check your player's bunt rating before you decide to lay one down. You might consider sending the runners as the pitch is thrown to ensure a successful sacrifice.





Bunts are fairly easy to execute in this game, and they can help you get runners into scoring position. Press the bottom C Button during the pitcher's windup to perform the bunt.

POWER SWING

OK, enough of the little stuff. Let's talk about smashing long balls. Tap the B Button to get the tiny power icon. Then wait for your pitch and take a big hack.



Swinging hard is fun, but it can also be reckless. Don't overuse the power swing, especially if you're behind in the count. Also, big hitters can go deep even without the power icon.



PITCHING

Pitching is relatively simple. First, choose the desired location by moving the Control Stick around in the zone. Then select the type of pitch with the C Buttons. You'll have the convenience of seeing every batter's hot and cold spots. As the game progresses, the spots may change to reflect the batters' performances.



IN THE PEN

As the manager of the club, you have quite a few duties to attend to during each game. You'll have to keep an eye on your starter's stamina, warm up pitchers in the bullpen, and anticipate unfavorable lefty/righty confrontations.

Fatigue Factor

Pitchers don't seem to wear down as quickly as they would in reality, but it's still a good idea to have plenty of backup ready in the pen. Relief pitchers will tire much faster than starters, so don't keep them in much longer than an inning.



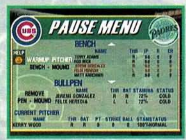
The stamina meter at the top of the screen displays the amount of energy left in the current pitcher. When the green bars are gone, the pitcher is starting to tire, and you should make a call to the pen and get people warming up. Once your pitcher has reached the red bars, it's time for him to hit the showers.

Selecting the Starter

When you play a game in season mode, the default starter will be the next man in your rotation. You'll always have the option, though, to make a switch before the game begins. In exhibition play, the default starter is the ace.

Warming Up Relievers

Don't forget to warm up pitchers in the bullpen before bringing them into the game. If you fail to give a pitcher proper warm-up time, he could get injured or just play ineffectively. You can use starters in relief as well.



The meter on the bullpen screen shows the pitchers' ideal warm-up times. Don't risk bringing in a pitcher who isn't fully warmed up. Unlike some sims, ASB's pitchers don't seem to get hurt if they warm up for several innings. You could leave a pitcher throwing in the pen for as long as you want.

Slam the Door Shut

Each team will have certain relievers designated as setup men or closers. In a close game, use a few of your setup men in the late innings then hand the ball to your closer to shut down the opposition in the ninth.

Platoon Your Pitchers

When the game is on the line, you may want to check to see how the current batter fares against righties and lefties. If he struggles or succeeds against one or the other, use that information to your advantage.

MIXING IT UP

You may be tempted by a player's cold zone to throw the same pitch in the same location again and again. But the hitter will eventually recognize the consistency and make you pay for it. Change speeds and locations often.



The pitch tracker will display the locations of all recent pitches to the current batter. Red denotes a strike and blue designates a ball, while a red square indicates a batted ball.

FIELDING

Playing defense in baseball sims is usually a frustrating experience. But All-Star Baseball has a few features that aid your performance in the field. First, you can turn on the ball landing target to see where each hit is going to fall. Then you can choose from three types of fielder control: manual, assist or auto.

MAKE THE HIGHLIGHT REEL

Nothing's more spectacular than a leaping grab or a diving catch. The A Button will make your fielder dive for the ball, and the B Button will cause him to jump. You can also make plays on the run just by moving the Control Stick.



Timing is everything when you're trying to make a daring play in the field. Remember, you can make running plays just by moving the Control Stick, unless you're in auto-field mode.

POWER THROWS

Put a little extra mustard on your throws by pressing the Z Button with the desired C Button. Turbo throws come in handy for trying long throws from the outfield, making deep plays in the hole, or attempting to nail speedy runners.



When you make a turbo throw, you'll see a white streak behind the ball. Keep in mind that power throws could result in more errors, so study your fielder's defensive ratings beforehand.

BASERUNNING

Moving your men around the bases has always been a cumbersome chore in computerized baseball games, and All-Star Baseball is no exception. For example, when a fly ball is hit, the runners will start to go, and you'll have to bring them back. It takes lots of practice and patience to become comfortable with the controls.

HOOK SLIDES

The new slides are a nice touch, and they're fun to do the first few times, but after a short while, you'll be wishing the players would just slide by themselves.





Pressing the A Button with the Control Stick Left or Right allows you to slide around the tag. The runner won't make the slide unless you hit the button well before he reaches the base.

ADVANCING RUNNERS

Press the C Button for the base the runner is on plus the L Button to advance or the R Button to return. Sound confusing? Well, it is. But you'll get used to it.



Stealing is the same as advancing on the base paths. Try to get a good jump as the pitcher winds up. You'll find that stealing bases is not easy unless you have a very fast runner.



INCREDIBLE DETAIL

We haven't devoted much of this coverage to the amazing graphics, but that's not because they're not worthy. Once again ASB delivers remarkable visuals to put you right there on the diamond. You can even see the game being played on stadium scoreboards and team names painted on top of dugouts. How's that for realism!





Each stadium has been recreated with painstaking detail, including new construction. You can even choose to play in Safeco Field in Seattle, which won't really be open until mid-July.

JUST LIKE REAL LIFE

Wacky Weather

During an exhibition game, you can choose your own weather conditions. When you start a season, you'll have the opportunity to turn the random weather on or off. Be prepared to deal with an occasional rain delay.



Nature works in strange ways, so maybe it really could snow in Florida. You have the option of choosing rain, snow or overcast weather. Sorry, but there's no precipitation allowed in domes.

Time of Day

It's always fun to see the lights shining brightly on the green grass. You can play games during the day or night or at twilight. Don't forget that some players perform better during the day, while others excel at night.



Overcast weather during twilight makes for poor visibility. The ball becomes difficult to track, and players are tough to see in the shadows. Play during the day to avoid frustration.

OUT OF THE PARK

Acclaim wins the pennant for best graphics in a video baseball game for '99. Almost every area of the game looks realistic, including most of the animations. The graphics in Bottom of the 9th and Triple Play 2000 don't even come close. Griffey's Slugfest is at least in the same ball park. Play control has been tweaked from last year's game but still isn't intuitive. Overall, All-Star 2000 has a lot of pluses and just a few minuses, but it isn't the ultimate baseball game. The long wait for perfection continues.









KICK evil in the ASTEROID.

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NINTENDO 64




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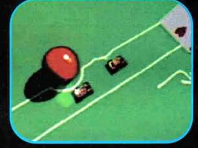


REGULAR

NO SMOKING
STOP ENGINE



Get your elbows off the table, pal. And put your wheels on. Welcome to the first of eight gigantic worlds.



Pick one of 32 vehicles and put it in gear. Who knows? You might catch a whole inch of air!



Kick up some sand as you race against up to eight players and over a bikini or two.

IT'S NOT EASY BEING SMALL.



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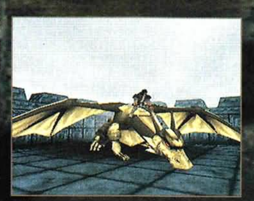
SHADOWGATE 64™

TRIALS OF THE FOUR TOWERS

Ages have passed since the last hero stepped through the dreadful portal of Shadowgate Castle. But an ancient evil is awakening, and only the narrow, shadowed path leads to life. The long wait may be over for Kemco's N64 epic, but the trials of the four towers are just beginning. Step carefully and use your wits.

THE ADVENTURE

Del Cottonwood, a halfling traveling in the land of Kal Torlin, didn't expect to be set upon by raiders from the ruins of Shadowgate Castle. His fate found him locked in a prison cell in the rancid bowels of the old fortress, faced with the prospect of almost certain torture and worse. Then, while trying to escape, the young man encountered the ghost of Lakmir, the greatest wizard of the age of magic and the man who had built Shadowgate to imprison the evil Warlock Lord during an ancient struggle. As Del Cottonwood, players seek the path of virtue through a maze of danger, magic and riddles. Collecting items and knowledge, helping others in need and battling reawakening evil, today's adventurers will find an epic experience worthy of their efforts. The 3-D castle and smooth interface herald a new generation of RPGs, but the depth and puzzles remain classically challenging. It's time to take a break from action games and exercise your magical powers.

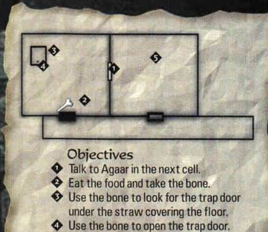




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THE CELL

The adventure begins when Del is tossed into the dungeon. In the next cell is a man named Agaar who was seeking Lakmir's magic when he was caught. The objectives listed for each map area are sequential, but there may be extra steps that take place in other areas that are listed under the objectives of other maps. This will make sense as you play the game if you keep in mind your location when following the objectives. But be forewarned that following the objectives will reduce the challenge of Shadowgate. We recommend using the maps and tips only when you are stumped.



Objectives

1. Talk to Agaar in the next cell.
2. Eat the food and take the bone.
3. Use the bone to look for the trap door under the straw covering the floor.
4. Use the bone to open the trap door.
5. Unlock Agaar's cell and give him the Orb. Later, meet him at the inn.

Bone



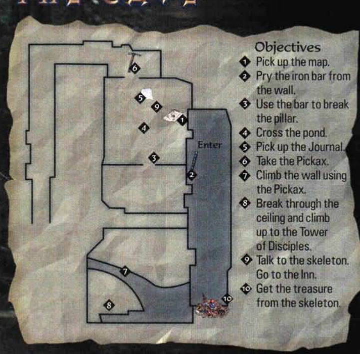
Agaar awaits his doom in the cell beside Del's. Talk to him through the barred window before and after dinner arrives.

It's the leftover bone. The end is pointed and looks strong.

After devouring the meat, take the bone, then use it when looking at the trap door that is beneath the straw.

THE CAVE

The Cave area contains the sewers and several other chambers beneath the castle. You can complete the first eight objectives at once, but you'll have to spend a great deal of time in the castle before you'll be ready to return for the skeleton's treasure to complete the objectives. A word of warning: Don't enter deep water!



Objectives

1. Pick up the map.
2. Pry the iron bar from the wall.
3. Use the bar to break the pillar.
4. Cross the pond.
5. Pick up the Journal.
6. Take the Pickax.
7. Climb the wall using the Pickax.
8. Break through the ceiling and climb up to the Tower of Disciples.
9. Talk to the skeleton. Go to the Inn.
10. Get the treasure from the skeleton.

Map | Iron Bar | Journal | Pickax | Treasure



One of the iron bars is loose enough that Del can pull it out of the wall.



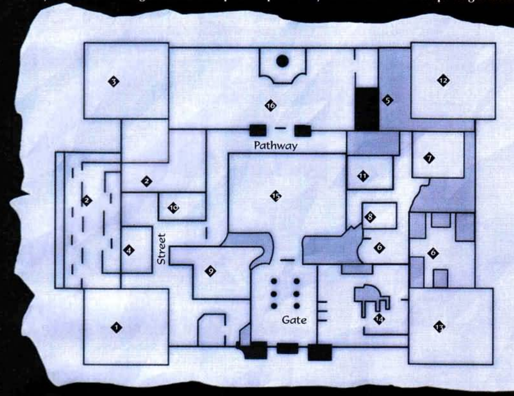
A ghost appears, but you won't be able to understand him until you return with the Ring of the Dead.



Return to the ghost in the sewer after talking to Aristolin in the graveyard.

THE CASTLE

Shadowgate Castle is a vast place with dozens of chambers, halls, courtyards and buildings. Use this map to help locate yourself so you know which objectives list to follow, then use the detailed area maps to get around in each location.

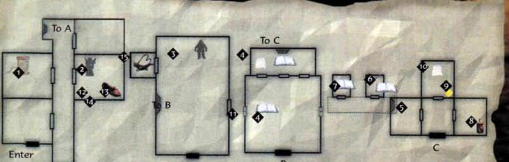


SHADOWGATE

1. Tower of Disciples
2. Graveyard/Church
3. Tower of Lakmir
4. Rusty Sword Inn
5. Waterway
6. Excavation Area
7. Control Room
8. Rastolin's House
9. Thieves' Den
10. Festus's Shoppe
11. Agaar's House
12. Tower of Trials
13. Tower of the Flying Dragon
14. Stable
15. Altar
16. Park

I. TOWER OF DISCIPLES

The Tower of Disciples was home to Lakmir's students in the old days, and even now it contains many secrets. Here you will meet Lakmir for the first time and gather many tomes containing secrets of the past and of magic. Since this is one of the first areas you enter, it's less dangerous and less populated—than many later areas.



Objectives

1. Take the spool of rope.
2. Grab the Fairy Statue.
3. Take the Elf Statue, as well.
4. Collect books and notes.
5. Replace two statues in empty places beside the third statue.
6. Claim the Pixie Flute.
7. Gather books and letters.
8. Take the vial of Liquid Sunset. Pick up the gold coin.
9. Take the lecture notes.
10. Use the rope at the window, then play the Pixie Flute to shrink. Climb down the rope.
11. Use the Ring of the Dead to talk to Dorn and get the Cemetery Key.
12. Get the slipper and return to
13. the Waterway.
14. Speak to Dorn again and get the Stone of Thirst.
15. Find the Dragon Flute, then go to the Tower of the Flying Dragon.



Use the rope at the library window, then blow the Pixie Flute to shrink and climb down the rope.



After you help Kaitlin return to her grandfather, Dorn will give you the Stone of Thirst.



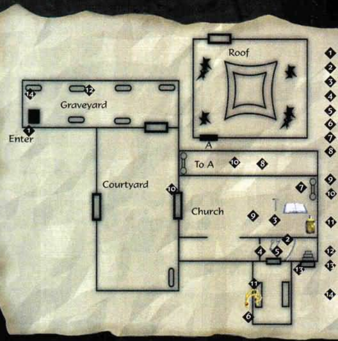





Rope | Fairy | Slipper | Elf | Dragon Flute | Books | Lectures/Notes | Flute | Coin | Liquid Sunset

2. THE GRAVEYARD/CHURCH

The Graveyard and Church may seem empty at first, but there's much here that you must do. In time, you will gather items and speak to the spirits of the dead in their graves. The first ten objectives take place when you first enter the area, while the others follow later.



Objectives

1. Use the Pixie Flute to grow large.
2. Take the vial of Dragon Tears.
3. Pick up the book.
4. Collect both keys.
5. Don't forget the crowbar.
6. Unlock the coffin with the key.
7. Climb the ladder in the church.
8. Use the crowbar to pry out the nail.
9. Climb down to collect the nail.
10. Climb up to the roof and enter Lakmir's Tower.
11. Listen to Jezibel and receive her pendant.
12. Talk to the spirits in the cemetery.
13. Open the door with the key and go to the Cave.
14. Give a flower to Aristolin's ghost in the graveyard and return to the Cave.



Use the crowbar to pry out the nail. Once released, a stairway descends. Gather the nail from the floor below then climb the stairs to the roof.

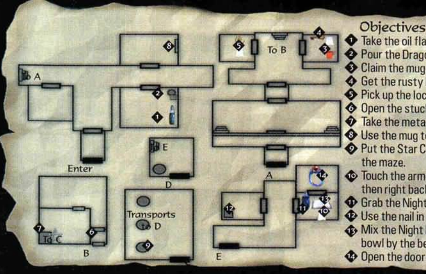


The lady in the coffin holds tightly onto her book, but if you have the Ring of the Dead she'll talk to you about her son, Saul.



3. TOWER OF LAKMIR

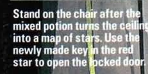
Once again Lakmir appears before Del, offering a gift if the halfling is willing to continue his quest. Lakmir's Tower contains magical items that only the great sorceror himself understands. Your test will be to solve each riddle.



Objectives

1. Take the oil flask.
2. Pour the Dragon's Tear into the barrel.
3. Claim the mug and receipt.
4. Get the rusty key from behind the column.
5. Pick up the lock of Giant's Hair.
6. Open the stuck metal door using the oil.
7. Take the metal Star Crest.
8. Use the mug to splash water on the blue fire.
9. Put the Star Crest in place and go through the maze.
10. Touch the armor on the left, then the right, then right back, right and left.
11. Grab the Night Elixir.
12. Use the nail in the machine to make a key.
13. Mix the Night Elixir and Liquid Sunset in the bowl by the bed.
14. Open the door and take the red Ring.



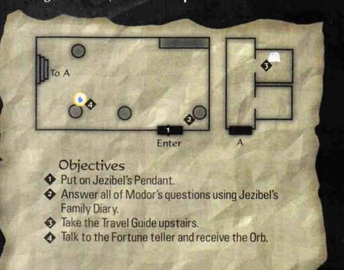


Stand on the chair after the mixed potion turns the ceiling into a map of stars. Use the newly made key in the red star to open the locked door.



4. INN

Jezibel's friend, Modor, owns The Rusty Sword Inn. If you have the right answers, the inn will prove useful to Del.



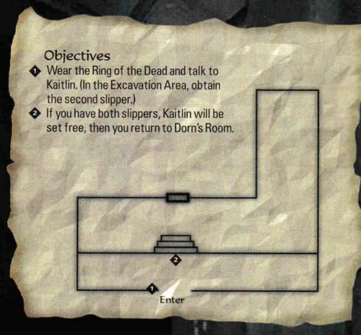




Agaar's sister is the seeress at the Inn. Only the Orb will save Agaar's life. Just answer yes.'

5. WATERWAY

The Waterway is the sad home of Kaitlin, a little girl who was lost in a tragic accident. Ease her pain.





At the edge of the steps that go into the water, slip on the Red Ring and talk to Kaitlin.



If you have the slippers, Kaitlin's spirit will return home and her Grandfather will reward you.

6. EXCAVATION AREA

The Excavation Area is where one intrepid soul has staked his claim. But if you give the man the Ancient Coin, he'll abondon his dig.



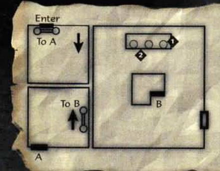


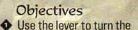


This greedy gold digger can't resist an ancient coin. Use this to your advantage.

7. CONTROL ROOM

The Control Room machinery operates the drains in the Waterway. If you engage the machine, the water will drain away.







Use the lever from Agaar's house to operate the Waterway mechanism.

8. RASTOLIN'S HOUSE

Rastolin's house contains more information to help Del puzzle through the final stages of the game. Be sure to talk to the owner, as well.

Enter

Enter

Objectives

1. Take the book.
2. Talk to Rastolin then go to the Thieves' Room.

Book

Talk to Rastolin and learn about the lever to the Waterway mechanism.

9. THIEVES' ROOM/DUNGEO

This den of thieves is not the sort of vile place that you might expec Wil Goddard, in fact, seeks an audience for his music. Later, you wi use a musical device to trick the Dungeon Keeper.

To A

Enter

A

Objectives

1. Pick up the book.
2. Talk to Wil Goddard and listen to all of his songs. Take Wil's flower to a gravestone.
3. Place the violin on a table and hide.
4. Run past the Dungeon Keeper and take the cell key, then go to the cell to free Agaar.

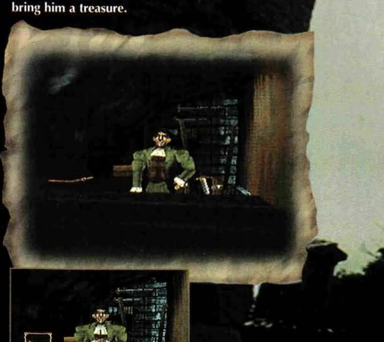
You smell a sweet fragrance as you are given a flower.

Wil Goddard gives Del a flower if listens patiently to all three song

Book Flower Key

10. FESTUS'S SHOPPE

Festus's Shoppe contains the Dungeon Keeper's pawned violin, but the shopkeeper won't part with it unless you bring him a treasure.



The violin may be chipped, but it still commands a stiff price. You'll have to use Aristolin's treasure to purchase the instrument.



11. Agaar's Room

Agaar, who was the man in the cell beside you at the beginning of the game, tells you to visit his house to pick up several items. He has hidden the items, so you must look carefully for them.



Objectives

1. Take the Dragon Fang.
2. Search for the lever.
3. Find the Flint and go to the Control Room.

Flint | Lever | Dragon Fang



Look amongst Agaar's books to find the hidden Dragon Fang.



Agaar hid the Waterway mechanism lever in his room, disguising it as the bedpost.

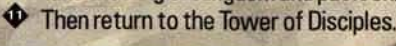
12. Tower of Trials

In Lakmir's day, the Tower of Trials was used to test the disciples before they joined the order of sorcerors. In this later age, much of the magic remains, and it will be up to you to solve the puzzles and survive the dangers. Several of the books and ch acters in the game can give you clues about the Tower of Tr



Objectives

1. Open the secret door.
2. Collect the Crest pieces.
3. Assemble the Crest of Dreslin.
4. Answer the wall's questions.
5. Approach the transporter and warp to the blade room.
6. Avoid the blades and take the third transporter.
7. Use the flint to light the candle.
8. Turn on the ● switches in the order listed on the map.
   Place the candle in the holder.
9. Step through the mirror backward.
10. Take the Ring of Kingdom and put it on.
11. Then return to the Tower of Disciples.







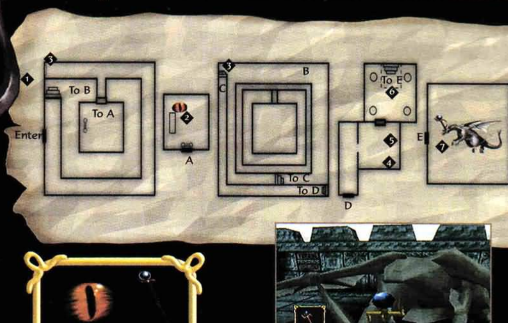
Move carefully through the blades to the opposite side to find the transporter that will take you to the right door.



Place the candle in the candlestick unlock the door. Go through the doo and walk backward through the mi

13. TOWER OF FLYING DRAGON

The final tower is home to the last remaining dragon. Heres the final test for young Del, the two great staffs—the Staff of Ages and the Staff of Thunder—are reunited after being lost for a millennium. Lakmir's magic and Del's perseverance provide the only hope that the ascension of the Warlork Lord will be thwarted.



Objectives

1. Play the Dragon Flute at the front door.
2. Take the Dragon Eye.
3. Place the Dragon Fang in front of the dragon image.
4. Put the lock of Giant's Hair on the instrument.
5. Listen to the Dragon Keeper's ghost.
6. Move the Dragon Statues' wings in order.
7. Wear the Ring of Kingdom and take the staff. Ride the dragon to the stables.

Dragon Eye
Staff of Ages

Your jaw drops as you behold the legendary Staff of Ages!

Only the Ring of Kingdom will allow you to take the powerful Staff of Ages. You'll hand this staff to the statue of Lord Jair in the park.

14. STABLE

Once the dragon drops you off, you'll have nowhere to go but into the stable, which is now surrounded by guards. Use the flint to start a fire in the straw. That should distract the guards.



15. ALTAR

Inside the Chamber of Holding, you'll find the Altar and the Staff of Thunder that Saul and Lukas dug up. Place the Dragon Eye in the staff. Belzar will appear to challenge you.

THE END IS NIGH

Del's task hasn't been an easy one, and even after the flaming demise of Belzar, a still greater test remains untried. Returning to the park with the fountain, Del will find a statue of Lord Jair—the hero of the war against the Warlock Lord. The writing on the statue says, "When the Evil One revives, I will revive, too."

But how does a halfling revive the great king? You must restore to the statue that once belonged to Lord Jair—the Staff of Ages and the Ring of Kingdom. If you do this, the statue will transform and do battle with the revived Warlock Lord. In the end, which will prevail? That is for you to witness for yourself. Fare thee well.


HARRIER 2001™
Coming Soon to Your N64
from Video System




ARLEIGH BURKE
NINTENDO POWER
VIDEOSYSTEM
PARADIGM ENTERTAINMENT
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NINTENDO POWER'S
GUIDE TO E3
BEFORE THE FUN BEGINS AT E3 IN LOS ANGELES THIS YEAR, NINTENDO POWER BRINGS YOU ALL THE NEWS THAT *WILL* BE NEWS IN OUR ANNUAL PREVIEW. FROM MAJOR ANNOUNCEMENTS TO EXCLUSIVE FIRST LOOKS, YOUR GUIDE TO E3 IS THE HOTTEST PLACE TO BE.
NINTENDO POWER

NINTENDO

Nintendo®

NINTENDO'S GIANT E3 BOOTH WILL BE HOME TO DOZENS OF HITS FROM NINTENDO, RARE AND LUCASARTS.

AHEAD OF THE GAMES

It's time once again for Nintendo Power to predict the future of the video game industry in our annual E3 preview, and 1999 promises to be the biggest year ever for the N64 and a smashing first year for Game Boy Color. In this special preview, you'll see all but the most highly classified secrets before the doors to the L.A. Convention Center even open. Nintendo Power has gathered a gigantic collection of exclusive screen shots and information. In fact, we have so much to show you that we had to add 24 pages to this issue. We hope you're hungry for hot news.

NINTENDO HIT LIST

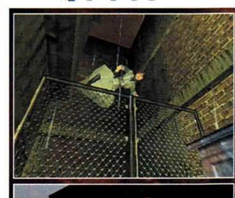
- Command & Conquer 3D
- Donkey Kong 64
- Eternal Darkness
- F-1 World Grand Prix II
- Ken Griffey Jr.'s Slugfest
- Kobe Bryant 2
- Mario Golf
- New Tetris
- Ogre Battle 3
- Pokémon Snap
- Pokémon Stadium
- Ridge Racer 64
- Riqa
- *Star Wars:* Episode I: Racer
- Starcraft



DONKEY KONG 64

STAR WARS: EPISODE 1: RACER

PERFECT DARK





PERFECT DARK

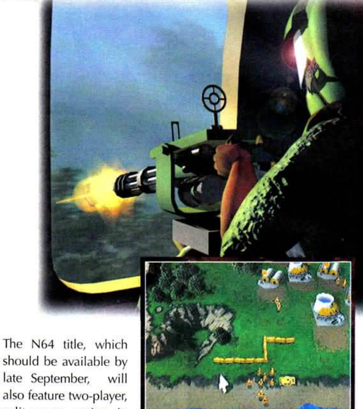
HOME OF THE STARS

Lala Land is known for the homes of the stars, but the brightest stars in the video game world can be found in one place. At this year's E3, the galaxy of hits from Nintendo, Rare and LucasArts will dazzle everyone who comes within light-years of the NOA booth. If those travelers step into the light, they'll see a brilliant future lineup including this month's cover feature, ***Star Wars:* Episode I: Racer** from LucasArts Entertainment Company LLC. E3 opens on May 13th, less than a week before another monumental opening—that of ***Star Wars*: Episode I *The Phantom Menace***. So before Anakin Skywalker faces the challenge of Podracing on Tatooine, E3 visitors will experience the thrill of piloting the powerful machines when they visit the Nintendo booth. They'll also see the return of one of the all-time great characters in the video game world as **Donkey Kong 64** makes its wild debut for the N64. Rare and Nintendo will reveal the great Kong's new adventure to a world just waiting to go bananas. If that's not enough star treatment for one show, the lucky visitors can meet the

Donkey Kong 64 © 1999 Nintendo. Game by Rare. Perfect Dark TM & © 1999 Rare. Rareware Logo is a trademark of Rare.
Star Wars: Episode I: Racer © Lucasfilm Ltd. &TM. All Rights Reserved. Used under authorization.



newest star from Rare in the form of secret agent Joanna Dark. **Perfect Dark**, the most anticipated game since GoldenEye 007, is scheduled to step into the spotlight for the first time in playable form at this E3. These three blockbusters will be joined by the strongest lineup of N64 games ever assembled.



UNDER THE BIG TOP

Once again Nintendo of America will own the biggest chunk of real estate at E3. In the mammoth booth, showgoers will encounter an interactive Watto, a Perfect Dark rendezvous, and an entire jungle for Donkey Kong. But beyond the big three rings, Nintendo will feature sideshows that would be headliners in any other booth.

STARCRAFT

Command & Conquer 3D will be completed just in time to command the respect of real-time strategy fans. Westwood Studios has created the first 3-D version of the classic war game and included all the original maps plus exclusive missions found only on the N64 version.

Last year's PC game of the year looks like a winner for the N64, as well. **Starcraft** will feature all the original missions and most of the missions from the Brood War expansion game, between 55 and 60 missions in all.

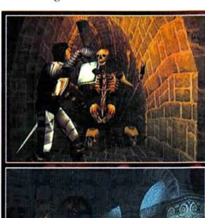


RIQA

COMMAND & CONQUER

The N64 title, which should be available by late September, will also feature two-player, split-screen action in head-to-head or cooperative modes of play on custom maps.

In the same vein as Resident Evil, Nintendo and Silicon Knights are working on **Eternal Darkness**, a horror-filled, cinematic action game that takes players back in time to foil the plots of evil beings. Although Eternal Darkness will remain in the shadows until early 2000, the stunning graphics already show that the game developers have seen the light.





ETERNAL DARKNESS

Another gorgeous new adventure from Nintendo will be unveiled at E3 for the N64. **Riqa**, a third-person, sci-fi adventure featuring action and puzzle elements, has been in the works at Bits Studios for quite some time. Riqa (the name of the female agent star) should be ready for release near the beginning of the new century.

NINTENDO

POKéMON & MORE

Pokémon will arrive at this E3 with two N64 games—**Pokémon Snap** and **Pokémon Stadium**. Stadium will be the same game as **Pokémon Stadium II** in Japan, which includes all 151 Pokémon. **Ogre Battle** fans can rest assured that **Ogre Battle 3** is slated for release this fall. **Mario Golf** will be another fall release, and it may include support for the GB Pak for transferring game data from the Game Boy Color version of Mario Golf. On the sports front, **Kobe Bryant 2** will be back for a second season and **F-1 World Grand Prix II** returns to the N64 speedways with improved graphics and play control.

MARIO GOLF


POKéMON SNAP


POKéMON STADIUM


F-1 WORLD GRAND PRIX II


KEN GRIFFEY JR.'S SLUGFEST

RARE

WE BOLDLY PREDICT THAT RARE WILL DELIVER THE WORLD TO N64 PLAYERS ON A POLISHED SILVER PLATTER AT E3.

THE PINNACLE OF PLAY

Playable versions of three games from Rare will surely create the biggest traffic jam at this year's E3. **Perfect Dark**, **Donkey Kong 64** and **Jet Force Gemini** will all be previewed in separate areas of the giant Nintendo booth. Perfect Dark will feature state-of-the-art graphics in a first-person, sci-fi shooter created by the same team that developed GoldenEye 007. The cast of Donkey Kong 64 includes Donkey, Diddy and three new characters named Tiny, Chunky and Lanky. The rest of the Kong family also appears in the game, but not as playable characters. Jet Force Gemini, the first of the trio scheduled for release, should appear in August. This sci-fi adventure is filled with action, variety, and out-of-this-world graphics.


JET FORCE GEMINI

Jet Force Gemini TM & © Rare. Rareware Logo is a trademark of Rare. Pokémon Snap ©1995, 1996, 1998 Nintendo/Creatures, Inc./GAME FREAK, Inc. © 1999 HAL Laboratory, Inc./Jupiter Corp.

CAPCOM

CAPCOM

WHAT EVIL LURKS IN THE HEART OF THE N64? WE'LL GO TO CAPCOM TO UNCOVER A DARK SECRET.

A NEW RESIDENCE FOR EVIL

It's official! Resident Evil 2 will be released for the N64 by Capcom this fall. That's right, the game that makes Nightmare Creatures look like a frolic in the park is on its way. Recently, Nintendo Power was granted an exclusive first look at this potential mega-hit. Capcom has been working closely with a development team at Angel Studios on this project, which features high-res graphics without the need of the Expansion Pak. The game includes all the dramatic action from the PlayStation hit, but as you might expect, the graphics are a big step up in quality. A new enemy type and new weapon may make it into the final version of the game, as well. Also included in the N64 RE2 will be an information database that players add to throughout the game. The info will recount the events of Resident Evil (the first game in the series) by way of book entries and video sequences. Capcom's ambitious project will likely be the first 512-megabit Game Pak in history. The game will be rated Mature because of its liberal amounts of spewing gore, but in an interesting twist, Capcom will include a violence editor so that players can tone down the level and type of graphic violence. From our quick play-test of an early version of the game, we found that the analog Control Stick should add to the ease of play. Ah, and the graphics are truly wicked!



RESIDENT EVIL

RESIDENT EVIL



RESIDENT EVIL

ELECTRONIC ARTS

ELECTRONIC ARTS

THE SECOND LARGEST VIDEO GAME PUBLISHER IN THE WORLD HAS EMBRACED THE N64. LET'S GIVE 'EM A BIG HUG.

THESE WHEELS ARE SMOKIN'

EA is set to roll out the hottest license in racing since Ben-Hur. If all goes as planned, Mattel's **Hot Wheels** miniature cars will scream to life on the N64 by the end of '99. EA will include 45 of the famous hot rods including hit models such as Dragster, Go Cart, Silhouette, and Sweet 16. And if you're thinking that Hot Wheels the video game is just another racer, forget it. These are extreme wheels designed for stunts—flipping, spinning and flying like snowboarders who catch big air. Points earned from pulling stunts will give players extra boosts. Nintendo Power was invited to test-drive the Wheels at EA HQ recently. What we found was a game based on realistic physics but twisted just enough to give it a fresh look and feel. The cars themselves are stars, of course, but the tracks are worthy, as well. The 12 tracks pass through a Wild West setting, a volcanic island, a glacial rift and a haunted house. Players will be able to find pick-ups and hidden routes, plus switches something like those in Beetle Adventure Racing. But the hottest action may be reserved for the two-player mode in which players race and stunt to a top-fuel soundtrack from Metallica.

EA HIT LIST
- Hot Wheels
- WCW Mayhem



HOT WHEELS

LET THE MAYHEM BEGIN

The roar of dirt bikes will echo in the halls of E3 in 1999. Of the six motorcycle games set to be released this year, EA may well come in first in the race to reach the stores. EA's **Supercross 2000** for the N64 encompasses the official Pace license and big sponsors such as Honda, Suzuki, Yamaha and KDM. The early demo Nintendo Power played already showed some real brilliance. The entire arena exists in 3-D space, so there's never any scenery popping up. Most of the pro racers on the circuit appear in the game, but players will also be able to create their own riders for use in the Career Mode. Races take place as real Supercross events or as freestyle competitions. Best of all, Supercross feels very solid and realistic.

SUPERCROSS 2000

Supercross is coming on strong, but it has a ways to go to become as popular as pro wrestling. EA steps into the ring this year at E3 with **WCW Mayhem**. In a recent trip to EA Canada, Nintendo Power witnessed several motion-capture sessions with WCW stars Bam Bam Bigelow and Goldberg. The game is too early for play tests, but we should have some early screen shots for you in the next few months.




WCW MAYHEM

EA SPORTS



IT'S IN THE GAME, NOT TO MENTION IN THE GAME SYSTEM, WHEN IT COMES TO GREAT SPORTS.

IT'S GRREEEAT!



EA SPORTS HIT LIST
- Knockout Kings 2000
- Madden NFL 2000
- NBA Live! 2000
- NHL Hockey 2000
- Supercross 2000
- Tiger Woods 2000 PGA Tour Golf

The sports side of Electronic Arts, a.k.a. EA Sports, is best known for long-running series such as Madden football, NBA Live basketball. N64 versions of all those games will be featured at E3 along with two more names that will have to be added to the list of stars—Tiger Woods golf and Knockout Kings boxing.

Tiger Woods' remarkable rise to the top of the golfing world has made him the most popular and recognizable figure in the game of golf. EA Sports plans to play to Tiger's new fans with an arcade-style golf game rather than a traditional sim-oriented game. **Tiger Woods 64** will feature quick rounds on three PGA courses, realistic physics and special arcade abilities such as the ability to steer the ball while in flight to spice things up. EA Sports and the development team at Saffire are spending lots of time creating interactive swing mechanics that are simple, intuitive and realistic. Don't expect a lot of puzzling meters and aiming dots. Tiger Woods himself has had input on the game, and one of the most important requests he made was that the game be fast and easy. Tiger also showed them how it's done in motion-capture sessions for the game.





TIGER WOODS 2000 PGA TOUR GOLF

A REAL KNOCKOUT

How is it possible that there is no boxing title for the N64? EA Sports saw the gaping hole in the N64 sports smile and decided to fill it with a golden tooth by the name of **Knockout Kings 2000.** This boxing series debuted last year for other systems, but it reaches its full potential only on the N64. Power was fortunate enough to get into a sparring session at EA on a fairly complete version of the game. The play was fast, realistic and fun. Kings features 25 of the best fighters (from three weight classes) ever to enter a ring. Camera angles included over-the-shoulder, close-ups, TV view and a floater cam. You an activate the Super Charge punch when you've built up enough power on a special meter, and the resulting punch is like one of the special punches from Punch-Out!! although a bit more realistic. Players can pummel opponents using combo and flurry moves, as well. Best of all, Knockout Kings 2000 has great control, so you really feel as if you're in the ring, except you'll leave without a scratch on your chin.



KNOCKOUT KINGS 2000

MIDWAY

MIDWAY

WE'VE ALREADY SEEN THE FUTURE ACCORDING TO MIDWAY, AND IT'S GOING TO BE VERY FAST AND VERY DANGEROUS.

DRIVERS TAUNTED

Rarely do racing games live up to the hype that marketing gurus plaster on their bumpers, but **World Driver Championship** is a genre-buster—the kind of game that will make other publishers stop in their tracks and try to mimic the results. Good luck. Midway and Boss Studios have created not only a beautiful racing game, but one with more depth and replay value than anything in its class. Driver is truly a next-generation racing title for the N64. What makes it so special is the way that players will progress through the game, winning races, accumulating points, and stepping up to greater challenges in faster cars as they go. But even for players who will never match the skills of a Mario Andretti or Jeff Gordon, there is a way for them to see all the 30-odd cars and 100-plus tracks in World Driver Championship. All they need to do is keep racking up the points on tracks that they've mastered early in the game.



MIDWAY HIT LIST

- Blitz 2000
- Gauntlet: Legends
- HydroThunder
- Mortal Kombat Special Forces
- Paperboy 3D
- World Driver Championship







WORLD DRIVER CHAMPIONSHIP

MORE KOMBAT

Although we don't have any screen shots of **Mortal Kombat Special Forces** (which turns out to be a tentative name) to share with you at this early date, we can tell you a little bit about what we've seen of this radical new approach to the MK universe. First off, Special Forces is not a tournament fighter. Also, it is not a side-scrolling action game such as Mortal Kombat Mythologies: Sub-Zero. Instead, MK fans will find a third-person, 3-D adventure starring several of the most popular MK characters, like Sonya and Jax. The action takes place in full, 3-D worlds, and the characters have a wide range of motions and actions. John Tobias, one of the original creators of Mortal Kombat, is directing the development effort at Midway. John provided the cool character art shown here.

MIDWAY

THE BLITZ IS BACK

Last year's arcade and N64 mega hit, NFL Blitz, will be back for its sophomore year this fall when Blitz 2000 takes the field. Midway will showcase the latest Blitz at E3, highlighting updated plays, on-fire mode and a two-on-two mode like the one in the arcade game. Several other arcade-to-N64 conversions will also debut in L.A., including HydroThunder, Gauntlet: Legends and the classic Paperboy 3D. HydroThunder features intense racing action in the world's fastest boats. It should be released this October. Gauntlet for the N64 will add two new worlds to the arcade's four worlds and feature eight characters, Expansion Pak support and an expanded story. Paperboy 3D, as the title suggests, will be a 3-D version of the classic action game.



HYDROTHUNDER



GAUNTLET: LEGENDS



PAPERBOY 3D



BLITZ 2000

KEMCO

KEMCO

SMALL BUT MIGHTY KEMCO WILL INTRODUCE TWO NEW TITLES AT E3 AND OPEN THE FLOODGATES TO A DARK RPG.

GEARED UP

Shadowgate: Trials of the Four Towers will be released as E3 opens, which means that gamers will get to sample the real deal when they visit Kemco's booth. If RPG fans will rejoice, so, too, will racing fans, because Kemco will unveil two new racing games for the N64—Hyper Bike and Top Gear Rally 2. Hyper Bike is a motorcycle game featuring dirt tracks and road races. The bikes range from light dirt bikes in the 125cc class to heavy street bikes better suited to cruising than stunts. A non-polygonal, map-creation technique is being used to generate the tracks. The same development team that worked on Top Gear Overdrive has quickly put together a nice demo, but the finished game won't be ready until fall. The next Top Gear game hails from Saffire Corp. and will feature point-to-point racing rather than the lap style of previous Top Gear games.

"I'm afraid I don't know your language! What odd dialect is that?"

SHADOWGATE



HYPER BIKE



TOP GEAR RALLY 2

ACCLAIM

Acclaim

EXPECT MORE GREAT GAMES AND SOME GREAT SURPRISES FROM ACCLAIM AT E3.

OUT OF THE SHADOWS

Not that we want to rock Acclaim's boat, but a new Turok game featuring tournament-style combat will—we predict—appear in some form at E3. Only recently has Acclaim acknowledged that Iguana is working on this title. How can it deny the world a peek? Don't worry—when Acclaim takes off the cover, we'll be there to show you the goods on what we're calling Turok Arena.



SHADOWMAN

It's a foregone conclusion that **Shadowman** will debut in playable form in L.A. As this dark adventure nears completion, the power of the design is apparent. Action takes place on both the Liveside and the Deadside as Mike Le Roi tracks down serial killers as either himself or his alter-ego, Shadowman. There are 16 stages with high-res graphics supported by the Expansion Pak. The voodoo themes and grisly Deadside scenery may be a bit much for some players, but the non-linear play and great graphics will be enough to tempt most gamers into a very long look.


SHADOWMAN

ACCLAIM HIT LIST

- All-Star Baseball 2000
- Armorines
- Jeremy McGrath Supercross 2000
- Quarterback Club 2000
- NBA Jam 2000
- Re-Volt
- Shadowman
- WWF Attitude

ANYTHING BUT REVOLTING

Acclaim has two sets of wheels in the works for the N64. **Re-Volt**, an RC-style racer featuring scale-model vehicles and oversized worlds, is racing toward completion later this summer. The development team at Probe Entertainment intends to include a particularly cool track-editing system for custom creation of tracks, but the game should have plenty of replay value anyway because it has 28 very different cars and 14 tracks in seven worlds. Re-Volt will also contain a fantasy element, since players will be able to pick up weapons and items on the track.




RE-VOLT

The second wheeled wonder from Acclaim will be **Jeremy McGrath Supercross 2000.** The eight-time AMA champion helped design the bikes and tracks used in this 3-D game. Like Re-Volt, McGrath Supercross will feature a track editor, which may conjure up images of Excite Bike to all you veterans out there. Other features include ghost race data, realistic bike and rider physics, Rumble and Controller Pak support and a user-defined championship mode. There's even a free-roaming option for those times when you just want to ride. Cool.



SUPERCROSS 2000

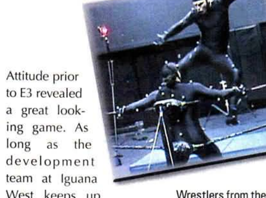
ACCLAIM

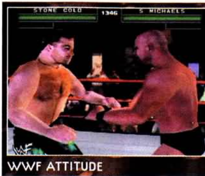
YOU WANT ATTITUDE?

Acclaim's final foray into the WWF should be its finest. WWF Attitude will be very close to completion when it dazzles showgoers in L.A. The list of cool features is too long for our limited space, but some of the highlights include a 256-megabit Game Pak, 40 WWF wrestlers (10 hidden characters), 150 new moves, extensive character editing, interactive holds that allow players to break holds or strengthen them, and 15 game modes, including multiplayer matches for up to four players at a time. The move list is extensive, including finishing moves, trademark moves, counter moves and reversals. There's even a fake stun move. Attitude also will boast Rumble and Controller Pak support, but you won't have to plug in an Expansion Pak to get the great graphics. As for the sound, Acclaim has digitized samples from all the WWF wrestlers in the game. Our early peeks at Attitude prior to E3 revealed a great looking game. As long as the development team at Iguana West keeps up the good work so the AI and play control match the graphics, this wrassler will be a smash when it's released in late June or early July. You definitely won't want to miss the preview of WWF Attitude in the June issue of Nintendo Power.



WWF ATTITUDE


Wrestlers from the WWF showed off their incredible moves in mo-cap sessions at Acclaim's studio outside New York City.

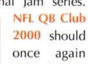


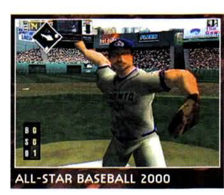


WWF ATTITUDE

A FULL ROSTER

While the titles listed above may be the brightest stars in the Acclaim universe, the remainder of the 1999 N64 lineup is nearly as dazzling. All-Star Baseball 2000 is one of the best-looking sports games ever, taking last year's game to an even higher level. Other sports series sequels will include NBA Jam 2000, which will return to the two-on-two format of the original Jam series. NFL QB Club 2000 should once again kick off a fierce battle for top pigskin honors. We also expect the latest version of NHL Breakaway to appear in an early form at E3. As for Armorines, the comic book series will become an interactive adventure for the N64 by this fall, continuing Acclaim's history of making video game stars out of pulp fiction.




ALL-STAR BASEBALL 2000



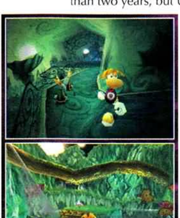
ARMORINES

UBI SOFT

Ubi Soft

UBI SOFT IS SET TO SHINE WITH INNOVATIVE GAMES, ORIGINAL CHARACTERS AND REALISTIC SIMULATIONS.

THE RAYMAN COMETH



RAYMAN 2

Rayman 2 has been in the works for more than two years, but Ubi Soft is closing in on the prize—a big, beautiful action game with lots of variety. The E3 demo will be very close to the final version, which is now scheduled for a late summer release. The finished game will boast 13 worlds in which Rayman flees from the pirates of the Mysterious Guild, who want to put him in their intergalactic zoo. The action includes lots of stunts and a rapid pace to keep things fresh and challenging. Although the game play has much in common with traditional side-scrolling games, Rayman 2 takes place in 3-D and includes some exploration. But most E3 players will probably be smitten by the graphics, which are truly out of this world. For action fans, the coming of Rayman 2 will be a major event.



RAYMAN 2

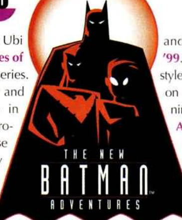


UBI SOFT HIT LIST

- All-Star Tennis '99
- The New Adventures of Batman
- Hype: The Time Quest
- Monaco Grand Prix: Racing Simulation 2
- Tonic Trouble

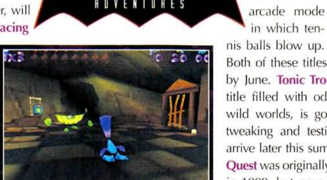
FROM GOTHAM TO MONACO

The biggest upcoming N64 project at Ubi Soft is going to be The New Adventures of Batman, based on the animated TV series. Although the game is just underway and won't be released until sometime in Y2K, Ubi Soft will undoubtedly introduce the E3 crowds to its new license with art and perhaps some game play concepts. Much closer to release, and appearing in very playable form at the L.A. Convention Center, will be Monaco Grand Prix: Racing and All-Star Tennis '99. Monaco is an F-1 style simulation based on Ubi's award-winning PC racing series. All-Star Tennis '99 includes some top stars, international tournaments and even an arcade mode in which tennis balls blow up. Both of these titles should be available by June. Tonic Trouble, another action title filled with oddball characters and wild worlds, is going through its final tweaking and testing and should also arrive later this summer. Hype: The Time Quest was originally slated to be released in 1999, but now it has been delayed until the first quarter of next year.



HYPE: THE TIME OF QUEST

ALL-STAR TENNIS '99



MONACO GRAND PRIX

TONIC TROUBLE



ACTIVISION

ACTIVISION

ACTIVISION WILL SHOWCASE ITS PARTNERSHIP WITH DISNEY AND HIGHLIGHT SOME GREAT ACTION GAMES THAT WILL LEAVE YOU QUAKING.

L.A. QUAKE

Activision is set to shake and quake the video game world with **Quake II** and a multigame deal with Disney. In the first case, Activision has been working closely with id Software to bring an enhanced version of Quake II to the N64. Although several release dates have come and gone, it now looks likely that the much-anticipated 3-D shooter will be released in June. Featuring fast action, a high-res mode and some of the coolest weapons in the universe, Quake II looks and plays better than its PC predecessor. As for Activision's Disney partnership, the future looks like a magical kingdom. **A Bug's Life** for the N64 will be just the first of many Disney license-based games to appear from Activision. In that title, which should ship just prior to E3, players take on the role of Flik the ant while passing through 15 levels of action. The second Disney title is set to be **Toy Story 2**, based on the upcoming sequel from Disney and Pixar. Although we don't have any screen shots yet, we hear that both the movie and the game will be eye-poppers.



QUAKE II



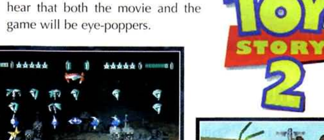
QUAKE II



ACTIVISION HIT LIST
- A Bug's Life
- Quake II
- Space Invaders
- Spider-Man
- Toy Story 2
- Vigilante 8: Second Offense

THE VISION THING

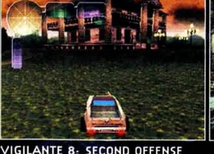
After staying away from the N64 for the first two years of the system's existence, Activision has jumped on the bandwagon in a big way. That trend will be very apparent at E3, when people see the extensive lineup of N64 titles in the works in addition to the big names listed above. Action fans will be excited to hear that **Vigilante 8: Second Offense** is under development for the N64. The shots shown here are the first ever taken of the N64 version. It will include even more high-speed blasting and chasing plus great multiplayer matches. An updated, 3-D version of the classic **Space Invaders** is also in the works for the N64. But perhaps the biggest news is that Activision has acquired the **Spider-Man** license for an N64 title. We don't have any information yet on what sort of game this will be, but Activision may reveal the game's design parameters when E3 opens its doors. Other announcements at E3 and in the months ahead will concern the Disney titles that will follow Toy Story 2, at least one of which is already in the early stages of development.



SPACE INVADERS



A BUG'S LIFE





VIGILANTE 8: SECOND OFFENSE

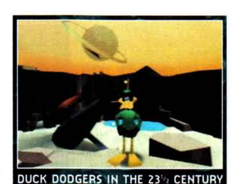
INFOGRAMES

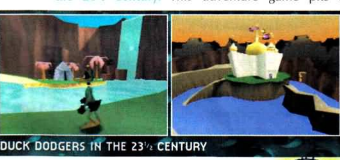


INFOGRAMES ROCKETS INTO THE NEW CENTURY WITH A TRIO OF LOONEY TUNES GAMES.

TOON IN

Warner Bros. Looney Tunes games have been a staple in the video game world for years. Bugs Bunny, Taz, Daffy Duck and other characters have all starred in their own games. Infogrames realized the appeal of these characters when it made a multigame deal with Warner Bros. over a year ago. At E3, for the first time, gamers will get to play the first demos of these titles beginning with **Duck Dodgers in the 23½ Century.** This adventure game pits a space-faring Daffy (as Duck Dodgers) against the obsessive Marvin the Martian, who wants to turn the Solar System into a giant pinball arcade. The game will feature exploration and wacky items to use. Paradigm Entertainment, which has developed some great N64 titles including Pilotwings 64, F-1 World Grand Prix and Beetle Adventure Racing, is working with Infogrames and Warner Bros. to bring this popular Looney Tunes feature to interactive life.


DUCK DODGERS IN THE 23½ CENTURY


DUCK DODGERS IN THE 23½ CENTURY

INFOGRAMES HIT LIST

- Duck Dodgers in the 23½ Century
- Looney Tunes Space Race
- Lode Runner 64
- Starshot
- Taz Express
- V-Rally Edition '99

THAT'S NOT ALL, FOLKS!



But before Daffy takes center stage, two more Looney Tunes games will arrive on the N64 scene from Infogrames. **Taz Express** will likely be the first of the Tunes trio to ship later this summer. The game begins when She-Devil sends Taz out to get work. He succeeds in landing a job with a parcel-delivery service, but on his very first delivery he winds up chasing all over the world. Enemies and obstacles seem to thwart Taz at every turn, and the clock works against him, as well. In **Looney Tunes Space Race,** Marvin the Martian once again is at the heart of the trouble. Marvin is racing to recover the scattered pieces of his Q-64 Explosive Space Modulator, but Bugs, Daffy, Tweety and Wile E. Coyote are also in the hunt, using gag items to throw each other off the trail. Up to four players can take part in Melee Mode, or one player can race against the computer or the clock. There's another racing title in the Infogrames' arsenal, as well. **V-Rally Edition '99** may not have Marvin, but it does have eight locations, 40 tracks, 11 championship cars, and realistic physics and lighting. **Starshot** and **Lode Runner 64** should be released prior to E3.

TAZ EXPRESS



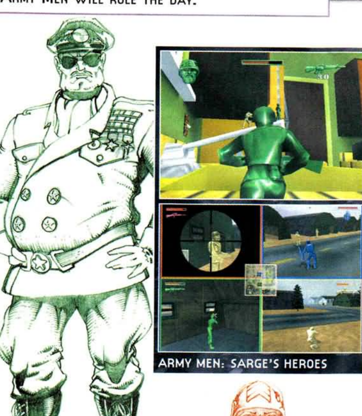
LOONEY TUNES SPACE RACE

3DO

OVER AT THE 3DO BOOTH, ARMY MEN WILL RULE THE DAY.

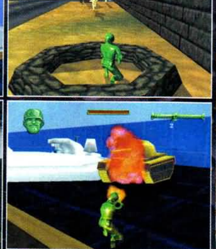
THE FEW, THE PLASTIC...

The first N64 title from 3DO was a surprise hit called BattleTanx that featured a fun twist on traditional tank games and a great multiplayer action mode. During the three days of E3, gamers will be introduced to an even bigger surprise when 3DO's internal development team unveils Army Men: Sarge's Heroes to the public for the first time. Nintendo Power was fortunate enough to sample this action game before the show, and we predict that it will be one of the favorites by the time that E3 closes down. Showgoers will experience 3-D combat action in a fictional world peopled by plastic soldiers and in real world locations where the army men are Lilliputian in size. Like BattleTanx before it, Army Men will feature an excellent multiplayer mode including a one-button control configuration that makes it possible for novices to join in the fun. Army Men: Sarge's Heroes also shines with high-res graphics, and it will challenge players with some pretty impressive AI tracking schemes. It is also possible that 3DO may give E3 visitors a peek at BattleTanx 2. Our fingers are crossed.



ARMY MEN: SARGE'S HEROES







ARMY MEN: SARGE'S HEROES





THQ



THQ CAN HOLD ITS HEAD HIGH WITH ITS BEST LINEUP OF GAMES EVER.

MORE NUKES

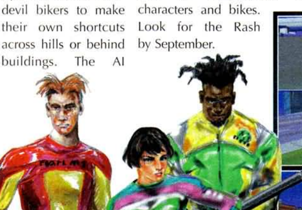

NUCLEAR STRIKE

THQ HIT LIST
- Bassmasters 2000
- NomenQuest
- Nuclear Strike
- Road Rash 64
- Rugrats Scavenger Hunt
- WWF

THQ's N64 version of Nuclear Strike will still be deep in development when E3 rolls around, but even in this early stage it shows dramatic promise. Nintendo Power journeyed to San Jose recently to see Nuclear Strike and Road Rash 64, both of which are in development at Pacific Power and Light. The company may sound like a utility, but it's really juiced up with gaming talent. Strike will feature huge areas with super-realistic-looking terrain. Over 40 chopper missions will send players behind enemy lines, searching for ammo, fuel and POWs, not to mention enemy installations to destroy. Although the focus of the game is similar to that of the EA PC title, THQ wants a more directed approach so that players will spend less time searching for enemies and more time blowing them up.

JUST A LITTLE RASH

Road Rash 64 is a return to the good old days when Rashers cruised the highways in motorcycle gangs, free to thrash on opposing gangs with pipes, bats, chains and other means of persuasion. This 3-D game has too many cool features to list in our limited space, but among the best are high-res graphics, an awesome four-player mode, interactive objects along the highway, and an open landscape that allows daredevil bikers to make their own shortcuts across hills or behind buildings. The AI wasn't tweaked in the version we tested, but the action in the one-player game still rocked. In Multiplayer Thrash Mode, the action was even better, and the frame rate held steady at nearly 30 fps even with four windows open. The game will include 24 bikes, ten weapons and an undisclosed number of hidden characters and bikes. Look for the Rash by September.




ROAD RASH 64



ROAD RASH 64



THQ

FISHIN' FOR FUN



BASSMASTERS 2000

So far, N64 fishermen have had pretty poor luck finding fishing holes with the one exception of the pond in The Legend of Zelda: Ocarina of Time. THQ, which has a strong record of publishing outstanding fishing games, aims to change all that this year with the introduction of **Bassmasters 2000**. The first exclusive fishing title for the N64 will feature realistic, fish-like AI, underwater fish-cam views, well-stocked 3-D lakes and a two-player split screen mode for reel-to-reel competition. Even bigger news is that THQ has acquired the WWF license. They plan to bring the same development team responsible for WCW Revenge to Stone Cold Steve Austin, The Undertaker and all the rest of the world's most popular wrestling federation. The Rugrats will debut on the N64 when THQ complete's **Rugrats Scavenger Hunt** this summer. This board game features great character likenesses and fun, and with game play suited to the Nickelodeon show's fan base. Finally, RPG players will get their first look at **NomenQuest**, which is being developed by H2O in Canada.

NOMENQUEST





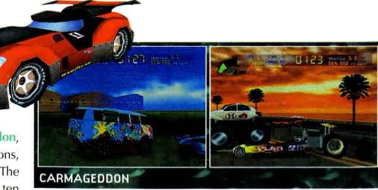
RUGRATS SCAVENGER HUNT

INTERPLAY

INTERPLAY DOESN'T HAVE MUCH FOR THE N64 THIS YEAR, BUT WHAT IT HAS LOOKS GREAT.

CAR WARS

Interplay, primarily a PC game developer and publisher, has had a rocky year. But things are finally looking up for the company because it's made several industry partnerships. **Carmageddon**, which is being developed by Software Creations, begins where the two previous PC titles left off. The raw, driving action takes place in 37 levels and ten environments with 25 totally bent opponents crashing and smashing into each other. You'll be able to see the dents from those crashes in real time then buy new parts to fix up your car before it becomes a worthless wreck. The multiplayer game features two-player action with several different modes, including a fight-to-the-finish and a mission mode. And, of course, ruthless drivers will be able to run over zombies.


CARMAGEDDON

KONAMI



ALWAYS FULL OF THRILLS AND CHILLS, KONAMI WON'T DISAPPOINT AT THIS E3.

GAMING HEAVEN

One anticipated title and one surprise await the eager gamers who flock to Konami's booth in 1999. **Hybrid Heaven** has been in the pipeline for several years and should be completed soon after the show. The unusual game is truly a hybrid, combining adventure, action and RPG elements in what could be one of the most innovative games ever for the N64. The biggest surprise, however, will be the appearance of **Castlevania II** for the N64—a sequel to this year's long-awaited Castlevania. Two Castlevania games in one year seems almost too good to be true, and that's just for starters.



KONAMI HIT LIST

- Castlevania II
- Hybrid Heaven
- ISS Soccer 2000
- NBA in the Zone 2000
- NHL Blades of Steel 2000
- Goemon's Great Adventure






HYBRID HEAVEN

THE SPORTING LIFE



Konami will continue its sporting ways this year, showcasing a complete line of sports titles for the upcoming season. Beginning with the release this spring of **Bottom of the 9th**, Konami plans to show or announce updated versions of **NBA In the Zone**, **NHL Blades of Steel** and **ISS Soccer**. One change to Konami's schedule is that **Goemon's Great Adventure** will be delayed until this August.




GOEMON'S GREAT ADVENTURE

RED STORM



AT E3, NEW PUBLISHER RED STORM WILL PROVE THAT THE N64 ISN'T JUST FOR KIDS.

THE INTELLIGENCE GAME

Best-selling author Tom Clancy was so impressed with the concept behind Rainbow Six, developed by Red Storm, that he wrote a novel based on the game. Now that's a switch. But the truth is that Rainbow Six is worthy of a novel or a movie. The game puts you in the role of a counter-intelligence commando. As the leader of an assault group, you'll begin each mission by planning the attack then follow it up with the "action phase" in which you infiltrate facilities, rescue hostages and blow everything up in glorious 3-D. If you're captured or shot, you'll take over the second-in-command and keep going until the mission is carried out or all the operatives have been eliminated.



RAINBOW SIX



RAINBOW SIX

RAINBOW SIX

VIDEO SYSTEM

THE MASTERS OF SIMULATION WILL REVEAL THE TRUE FACE OF AERIAL COMBAT AT E3.

A WILD BLUE FUTURE

Video System has been working on Harrier 2001 for well over a year now, and that effort hasn't been wasted. The most recent screen shots of this air combat simulation game featuring the Harrier AV-8B Jump Jet VTOL, which can take off and land vertically, should be available later this summer. Players will enter a world of escalating terrorism as a new element, Prodinium, is discovered on a remote island in the Indian Ocean. The subsequent 50-plus missions pit the Harrier pilot against the forces of the evil Brotherhood. A big part of the game will be setting up your versatile craft with the best armaments for the mission at hand. With over 50 weapon choices, you won't find that to be very easy. Once you get into the air, you'll be able to choose from four camera angles, including a cockpit view, chase view and padlock view that shows both your own jet and the closest enemy craft. The multiplayer mode will feature two-player action at least, and possibly four-player action.



HARRIER 2001

CRAVE



CRAVE MAY BE A YOUNG COMPANY, BUT IT'S LEARNING FAST AND PUTTING OUT THE GOODS.

CRAVE IS A GOOD BET



VIRTUAL POOL 64

The last time we stopped by a Crave Entertainment booth, the company was just getting started as a developer and publisher of N64 and Game Boy games. Since then, we've visited their growing development office in Seattle and seen steady improvement in their titles with games such as **Virtual Pool 64** and the recently acquired **Fighting Force 64** from Eidos. Now Crave is ready to take the next step with a number of upcoming games in diverse game genres. **Caesars Palace** will be virtually complete at E3, and although it may not have quite the level of emotional AI that Lobotomy Software reported to Power last fall, the game will have an extensive adventure element and lots of character interaction in addition to the gambling. **Asteroids 64** will be a significantly new game, retaining the shooting focus and name of the classic title but upgraded with 3-D graphics, lots of different environments and more challenges all around. Crave will also announce another classic game at E3, and Nintendo Power will bring you an exclusive first look in next month's Pak Watch. All we can say about this mystery title is that it looks good and it's due out in '99.

GT INTERACTIVE

ONE OF THE INDUSTRY'S BIGGEST DISTRIBUTORS, GT INTERACTIVE ALSO HAS SOME GEMS FOR THE N64.

SOMETHING TO KEEP YOU AWAKE

Okay, GT Interactive punted on Unreal last year, but to make up for that the company has two outstanding titles for the N64 this year. For the older, mature, kick-in-the-head crowd, there's **Duke Nukem: Zero Hour**, which keeps getting better and better and should appear in finished form at E3. The second title in the works at Eurocom for GT Interactive is titled **40 Winks**. Although this game is targeted at a younger audience, with its cute characters and themes, the action is more like Mario 64 or Banjo-Kazooie. In this 3-D platformer, Ruff and Tumble are two kids who travel into their dreams to rescue the 40 missing Winks from the likes of two evil dream enemies, Nightcap and Threadbear. GT Interactive hopes to release 40 Winks by this November. Until then, sleep tight.





40 WINKS

40 WINKS



ROCK STAR

TAKE 2 GETS A NEW BRAND NAME AND SEVERAL HOT TITLES TO SHOWCASE AT E3.

ROCKIN' AND ROLLIN'

Rock Star Games has a truly mixed bag of '99 titles. Monster Truck Madness is a wild, bouncing, 4x4 romp in seven large, outdoor arenas with hidden items and areas and two special rumble arenas. Players will challenge the game in five modes—Exhibition, Circuit, Rumble, Police Chase and Indoor Soccer. The graphics, physics and play control have all been reengineered to take advantage of the N64. As for the trucks, included will be Bigfoot, Gravedigger, Carolina Crusher and WCW trucks—twenty in all. The second big title is Earthworm Jim 3D, which Rock Star picked up from Interplay. The development team at Vis seems to have gotten straightened out on this project at last, and Rock Star now predicts a '99 release date. Bass Hunter 64 is the final game in Rock Star's opening set. In-Fisherman's host, Al Linder, gives advice to rookie anglers. Once the big bass hit, you'll feel every run as translated by the Rumble Pak. BH64 will feature lure cams, realistic fish behavior, shifting weather conditions and a huge selection of lures and tackle.


MONSTER TRUCK MADNESS


BASS HUNTER 64

MORE ON THE FLOOR

N64 TREASURES WILL BE FOUND IN EVERY NOOK AND CRANNY OF THE CONVENTION CENTER.

N64 OVERFLOW

Even with 24 pages we don't have enough space to cover every title in depth because 1999 is just turning out to be one huge year for the N64. For instance, Titus Software will bring out the long anticipated Superman at the time of the show and will highlight Xena: Warrior Princess, a fighting game due out this fall. Titus may also show Blues Bros. 2000, Roadsters '99 and Hercules: The Legendary Journeys. At Hasbro, the future belongs to Monopoly, a totally revamped real estate game in 3-D. Mindscape will display Rat Attack for the first time in 3-D. (Check out this month's Pak Watch to read more about this game.) Other titles that may show up include DMA's Wild Metal Country. Koei's Winback should make an appearance in the Nintendo booth, too. One thing you can be sure of is that E3 1999 will be the biggest and best ever for N64 gamers.



RAT ATTACK



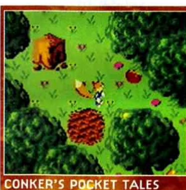
GAME BOY COLOR

THIS WILL BE THE FIRST E3 FOR GAME BOY COLOR DEVELOPERS TO SHOW OFF THEIR SOFTWARE. IT LOOKS LIKE THEY'VE BEEN BUSY.

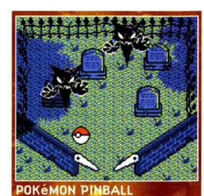


NINTENDO & RARE

Nintendo has a mix of new games and converted NES classics, all of which make use of Game Boy Color's cool feature set. The only game without a full-color palette is **Pokémon Yellow**—that's because it was programmed before Game Boy Color appeared on the scene. The biggest title for the handheld system so far will be **Conker's Pocket Tales,** published by Rare but showcased at Nintendo's E3 booth. **Pokémon Pinball** introduces a new technology to the Game Boy world through its built-in Rumble Pak. **Ken Griffey Jr.'s Slugfest** on the small screen may open some eyes about the perceived limits of the graphics on the system, because the development team at Software Creations is accomplishing things that nobody thought was possible. More achievements are being made on the Game Boy versions of **F-1 World Grand Prix** and **Mario Golf**. As for the conversion of classic 8-bit games for the NES, Nintendo Software Technology Corporation, a new development branch of Nintendo in Redmond, Washington, has been busily recreating **Bionic Commando** and **Crystalis** for Game Boy Color. In addition to these two classics, **R-Type DX**—the space shooter to end all space shooters—will be ready for Game Boy Color this summer.



CONKER'S POCKET TALES



POKéMON PINBALL



R-TYPE DX

MIDWAY



Midway was still trying to decide which of its many properties would be best suited for Game Boy Color while this article was being written. We do know that **Paperboy** and **San Francisco Rush** are on their way, but we expect that a larger lineup will be announced at E3 or shortly thereafter.



F-1 WORLD GRAND PRIX



BIONIC COMMANDO

GT INTERACTIVE

Duke Nukem for Game Boy Color combines the action that you expect from a Duke Nukem game with the portability of Game Boy Color—not a bad combination, especially when the result is as slick as this game. GT Interactive also plans to release **Extreme Games** and two non-optimized games, **Oddworld Adventures** and **Beavis & Butthead**.



CRYSTALIS



DUKE NUKEM

Conker's Pocket Tales TM & © 1999 Rare. Rareware Logo is a trademark of Rare.

GAME BOY COLOR

GAME BOY COLOR IS JUST GETTING STARTED, BUT THE USER BASE WILL BE ALMOST 3 MILLION BY THIS YEAR'S E3.


DAFFY DUCK



LOONEY TUNES


1942


RESIDENT EVIL 2

SUNSOFT

Sunsoft, like Nintendo, is using a mixed strategy for producing its library of Game Boy Color titles—some new and some classics from the early days of Game Boy and the NES. The biggest names come from the past in the form of Sunsoft's Looney Tunes license. **Looney Tunes** stars many of the favorite characters, such as Porky Pig, Daffy Duck and Bugs Bunny, in a seven-stage platform romp. **Speedy Gonzalez** will also return in color and with game play enhancements. **Daffy Duck** is an entirely new game, with Daffy being his quacky self in six stages. **Road Runner** is also a new game for Game Boy Color featuring the swift bird and the starving Wile E. Coyote. And **Tazmanian Rush** is still another new title based on a favorite Warner Bros. character. The classic **Blaster Master** NES adventure game is being converted into a Game Boy Color title for release later in the year. Sunsoft even has an epic in its considerable lineup. **Quest RPG: Brian's Journey** will be a full-length epic made just for Game Boy Color. Add to this the recently released **Logical** and **Power Quest**, and Sunsoft's Game Boy Color library looks to be one of the best in the world.

CAPCOM

Not to be outdone by anybody, Capcom is also making a major effort on the Game Boy Color front, creating new titles and recreating classic games from its extensive NES library. The biggest news is **Resident Evil 2** for Game Boy Color. Surprisingly, the small screen doesn't limit the cinematic appeal of RE2. **Magical Tetris Challenge** is also in the works along with versions of **Ghosts & Goblins** and **1942** from the NES. But even bigger news is the imminent arrival of **Street Fighter Alpha** for Game Boy Color. As the screen shots show, Capcom is doing remarkable things on the small screen.


TAZMANIAN RUSH



ROAD RUNNER


GHOSTS & GOBLINS



STREET FIGHTER ALPHA

GAME BOY COLOR

NINTENDO WILL ALSO INTRODUCE FOUR NEW COLOR HARDWARE UNITS OF GAME BOY COLOR AT E3, MAKING IT EVEN MORE IRRESISTIBLE.



SPAWN

ALL-STAR BASEBALL 2000



TARZAN



RAINBOW SIX



Konami also has a massive lineup of games scheduled for Game Boy Color. The three biggest titles have to be **Spawn**, based on Todd McFarlane's brooding comic book series, **Metal Gear Solid** based on the PSX hit, and **Castlevania II** converted to Game Boy Color. But that's just the beginning for Konami. It'll also have games based on all of its sports franchises plus **Motocross Maniacs**, **Rally Racing** and a game called **Azure Dreams**—a fitting name for a Game Boy Color title.



At Crave Entertainment, the development of Game Boy Color properties is taken just as seriously as N64 development. It should come as no surprise, then, that Crave has three potential blockbusters in the future line-up. **Babe & Friends** is based on the hilarious movie starring a talking pig and other farmyard animals. **Earthworm Jim 3: Menace 2 the Galaxy** will star the whiplashed video game hero in a new platform action title. And **Godzilla** doesn't need any introduction.

MORE ON THE FLOOR

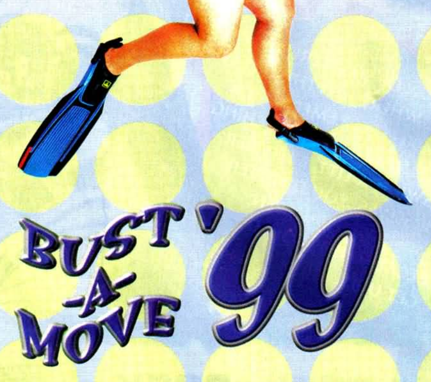
We don't have enough space to cover all the Game Boy Color titles that will debut on the floor of E3, but here's a quick nod to many of them. Activision will have **Asteroids**, Disney's **Tarzan** and quite possibly an official announcement on several other Disney licensed games. Acclaim will feature **All-Star Baseball 2000**, **WWF Attitude** and **Bust-A-Move '99**. Red Storm has a pocket-sized version of **Rainbow Six** in the works. THQ has a terrific lineup including **Yoda's Story**, now colorized and due out in August, plus a full lineup of EA Sports titles including **Madden NFL 2000** and **FIFA 2000**. Also coming this year from THQ will be **Micro Machines V3**, **Tiger Woods Golf**, and a **WWF** game. Infogrames will have a dedicated version of **V-Rally** for Game Boy Color and Kemco has just announced that work has begun on a **Catwoman** action game. And last, but certainly not least, Lara Croft in **Tomb Raider** is on the way from Eidos.

GAME BOY COLOR HIT LIST

- All-Star Baseball 2000
- Asteroids
- Azure Dreams
- Babe & Friends
- Bassmasters Classic
- Bionic Commando
- Bust-A-Move '99
- Castlevania II
- Catwoman
- Conker's Pocket Tales
- Crystalis
- Daffy Duck
- Duke Nukem
- Earthworm Jim 3
- FIFA 2000
- F-1 World Grand Prix
- Ghosts & Goblins
- Godzilla
- ISS Soccer 2000
- Ken Griffey Jr.'s Slugfest
- Looney Tunes
- Madden NFL 2000
- Magical Tetris Challenge
- Mario Golf
- Metal Gear Solid
- Micro Machines V3
- Motocross Maniacs
- NBA in the Zone 2000
- NBA Live 2000
- NHL Blades of Steel 2000
- NHL Hockey 2000
- 1942
- Paperboy
- Pokémon Pinball
- Pokémon Yellow
- Quest RPG: Brian's Journey
- Rainbow Six
- Rally Racing
- Resident Evil 2
- Road Runner
- R-Type DX
- Rugrats 2
- San Francisco Rush
- Spawn
- Speedy Gonzalez
- Street Fighter Alpha
- Tarzan
- Tazmanian Rush
- Tiger Woods Golf
- Tomb Raider
- Toy Story 2
- WWF Attitude
- Yoda Stories

NOW YOU'RE BUBBLING, BABY!







Choose from 1,000 mind-popping bubble puzzles!



Take on 8 outrageous characters!



Engage in all-new, challenging 4 player action.









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Heads Up!

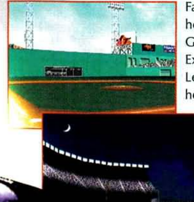
AFTER A SEASON OF SHATTERED LONG-BALL RECORDS, WHERE ANYTHING LESS THAN 400 FEET SEEMED LIKE A BLOOP SINGLE, WE'RE ITCHING TO SWING A LITTLE LUMBER OURSELVES. YOU'D BETTER HAVE A DEEP BULLPEN, BECAUSE THIS COULD GET UGLY.

BACK, BACK, BACK...

...And it's gone! Nintendo and Ken Griffey Jr. have teamed up again, so prepare to bust up outfield walls on Game Boy and the N64. Don't misunderstand—it's not like batting practice, so you'll have to play up a little bit in order to be unstoppable. But the N64 Slugfest doesn't try to be a sim, either. You won't find hyper-realistic stamina meters, gusting wind vortexes, or third base coaches who tug at their earlobes to signal for a bunt. What you will find is a lot of action—pitchers who can juice their split-finger fastballs and batters with lightning quick swings who'll go yard at the drop of a hat if they find their sweet spot. Simple and intuitive, Slugfest will have you peppering the bleachers almost as soon as you get it out of the box.

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BIGGER AND BETTER

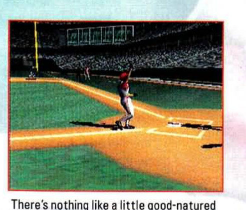


Day or night, you can almost smell the peanuts and kielbasa at these parks.

Fans of last year's model can't help but love the new-look Griff boosted into hi-res by the Expansion Pak. All 30 Major League ballparks are recreated here, with breathtaking attention to detail—you can take the camera for a manual fly-by before the game starts and find out if there are scalpers sitting in your favorite seats. The motion capture doesn't disappoint either, with seven batting stances, three pitching deliveries, and a battery of running and throwing maneuvers that include underhand flips and sprawling headfirst dives. Imagine our delight when our shortstop leaped into the air to avoid a sliding runner, then managed to whip the ball to first for the double play—a close call, but the resounding "OOUUT!" from the ump was music to our ears. There are multiple camera views and plenty of CPU assists that can be enabled to help out a part of your game that's lacking. Don't be surprised to see guys pushing the roof up when they spank dingers or smashing the bat against the plate when they get caught staring at a change-up over the outside corner. Of course, you're just as likely to see a pitcher griping at the boys in blue over a disputed strike zone.

Hey, it's a poor carpenter who blames his tools, pal! You're outta here!

All of the gorgeous graphics aside, don't forget that the MLB license is in full effect here, updated at the last possible moment to ensure that most of the rosters are accurate.



There's nothing like a little good-natured taunting after you send air mail out of the stadium.

DO IT YOURSELF

If you can't get it done with the real deal, why not play Steinbrenner and try to create the ultimate athlete? You'll get a certain amount of talent to disperse over attributes such as speed, power, accuracy and clutch play, not to mention carte blanche with regards to your player's height, weight, and tendency to go berserk. Add in an extensive palette of balding patterns and facial hair, and you're on your way to the show!





Try to keep your man under the 355-pound limit, or he just might pass out during his home run celebration.

OUT TO THE BALLGAME

EXHIBITION



Take a couple practice cuts, then get out there and play a single game against a pal or the CPU.

SEASON



Work your way through the whole grueling schedule, simulating all the other games as you go.

WORLD SERIES



You like only high stakes? Hop right to the show of shows and play for an extremely big ring.

HOME RUN DERBY

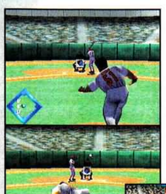


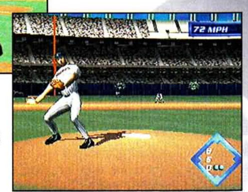
A pitcher serves up hanging meatballs. It's your mission to remove them from the premises.

HIGH HEAT

Let's talk pitching. Tailing splitters, hanging curves, chin music, cross-plate sliders, molasses change-ups and fluttering knuckleballs. The game allows you to view from behind the pitcher's mound, which produces some great looks at the action on the ball. Pitchers will throw smoke from a variety of windups, so if you can't hit a submarine curveball we'd suggest you spend some time taking BP. Holding the pitch button down for longer will boost your pitcher's arm, making for faster fastballs and slower change-ups. Be careful, though—too much boosting will tire your pitcher out, making him easy meat. When that happens, it's time to hit the bullpen. Don't worry about warming up your middle relief, either, because Slugfest's relievers come straight off the bench as loose as rubber. You'll be fanning your opponent's lineup in no time, but a word of advice when playing against a friend: Turn the pitch graphics off so you don't tip your mitt.

Every time the runner takes a step away from the bag, your Ramble Pak will alert you. If he gets too aggressive with his lead, whip a quick pickoff attempt over there to keep him honest.

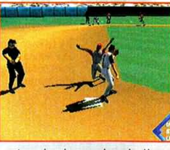




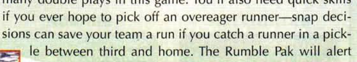
Depending on who your pitcher is, you'll see traditional, sidearm, and submarine deliveries. Can you say K?

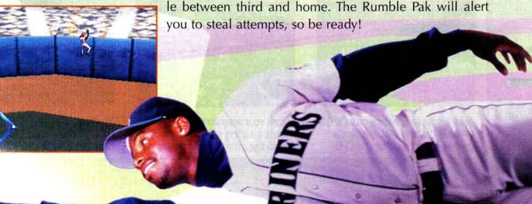
TAKE THE FIELD





No-hitters are an extreme rarity in the major leagues, and we're here to tell you they're even scarcer in a game of Slugfest. You're going to have to wield some serious leather out there if you hope to last nine innings, let alone a whole season. Luckily, the game's controls are intuitive, so you don't have to memorize any complex button sequences to get the job done. When learning, it's wise to use the Auto Fielding option, just so the proper fielder makes a quick break the second the ball is struck. Once you've got it in your sights, you can dive or jump for the ball using the A and B Buttons. If you jump near the outfield wall you can often climb up and try to rob somebody of a homer. Once you've corralled the ball, whip it to the appropriate base, designated traditionally on the four C Buttons. Getting the ball around the infield quickly is essential, as you'll get the chance to try to turn many double plays in this game. You'll also need quick skills if you ever hope to pick off an overeager runner—snap decisions can save your team a run if you catch a runner in a pickle between third and home. The Rumble Pak will alert you to steal attempts, so be ready!







SSSSSWING BATTER

KEN GRIFFEY JR.'S Slugfest

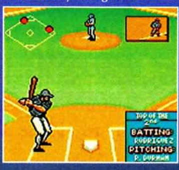
It isn't mere coincidence that it's fun to bat in a game called Slugfest. Arcade Mode gives you the most control—enabling this option provides a movable sweet spot indicator that alters the position of your swing and allows you to chase pitches. Classic mode is slightly easier, as timing the pitches well will assure you some contact at the very least. Whatever you choose, we recommend that you swing from the catcher's view, because the camera angle behind the pitcher makes for extremely difficult at-bats. One cool feature of the game is hearing the official voice of the Mariners, Dave Niehaus calling out the batter's names as they come out, and the powers-that-be recorded first and last names separately, so if you've created a player whose name happens to be a mix of existing names, he'll be immortalized over the P.A. in the Fall Classic. The only thing cooler is blasting a 454-foot grand slam, then doing a homerun shimmy as your teammates party in the dugout.

Oops. The pitcher made the mistake of hanging a high curve ball in the strike zone. Take care of it, would you?

Is there anything as beautiful as a high, arcing home run on a cool September afternoon? We think not.

GAME BOY AT THE BAT

Much of a baseball player's life is about travel, so when you have to take it on the road, take Griffey along for the ride on your Game Boy Color. One of the first titles to be made exclusively for the GBC—that is, non-backward compatible with black and white Game Boy units—Slugfest makes full use of the 32,000-color palette. Slowly fading infield grass gives a nice illusion of depth to the field, and the cinema scenes that sometimes pop up on close plays are vivid and well detailed. The cartridge holds a wealth of statistics, too, from the full rosters, to league leaders, to all-time greats. Whether you want to play a quick doubleheader or are leading your division at the All-Star break of a full season, Slugfest for Game Boy Color will keep you on the diamond wherever you travel.





Check out the cut scene of this imminent collision at home—we're thinking the catcher's got him dead-to-rights.

All Star Tennis 99™

© 1999 Ubi Soft Entertainment

Tennis may not be an "extreme" sport, but in Ubi Soft's All Star Tennis '99, you can crank up the action from mild to wild!

SLICE AND SERVE



All Star Tennis '99 has everything you'd expect from a top-seeded contender, including three difficulty levels, six play modes, eight courts and twelve real-life tennis stars to choose from. It also has a feature you wouldn't expect: special moves. No, you can't end a match with a Dragon Punch, but if you activate the special move option, you can perform outrageous stunts that will have the crowd cheering and the line judges falling out of their chairs in disbelief.



MAKIN' A WHOLE LOTTA RACKET

Aside from the special moves, All Star Tennis '99's play control feels very similar to that of the classic Super Tennis for the Super NES. Rest assured, though, that AST '99 has a few more options than its 16-bit predecessor did. Up to four players can take to the court at the same time, and up to eight players can take turns in the Multiplayer Tournament. You can also choose between grass and clay courts, set tournament lengths and adjust the instant replay. There's everything a pro player could want— and more.



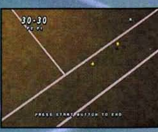
Richard Krajicek and Vanessa Child are just two of the real-life pros featured in this game.



Up to four players can participate in singles and doubles action on eight different courts.



There are four grass courts and four clay courts, each located in a different country.



The instant replay shows close line calls as well as exceptional shots, saves and bloopers.

GAME MODES

With the special moves turned off, All Star Tennis '99 is a straightforward sim with lots of challenge, especially in the World Tour Mode. If you want over-the-top action, though, special moves and Bomb Tennis are the only way to go!



SMASH TENNIS

Most of the game modes are found in the Smash Tennis Mode. These include singles matches, doubles matches and tournaments. Once a game begins, most options are locked in and can't be changed, so make your choices carefully.

SINGLES

The Singles Mode serves up a one-on-one match for up to two players. You can play one, three or five sets per match, and each set is at least six games long.



To win a set, you must win at least six games and be at least two games ahead of your opponent. You could be out there for a while!

DOUBLES

Up to four players can participate in a two-on-two Doubles match. If there are fewer than four human players, the computer will pick up the slack for you.



The same rules apply to Singles and Doubles play. The key to winning is knowing your partner as well as you know your opponents.

ONE-PLAYER TOURNAMENT

In this mode, one player can challenge up to seven computer-controlled opponents in a three-round competition. You can choose a Normal or a Quick Tournament.



In the Normal Tournament, regular match rules apply. In the Quick Tournament, the first player to win two games wins the match.

MULTIPLAYER TOURNAMENT

You need at least four human players to begin a Multi-Player Tournament. Beyond that, you can add up to four more human or computer-controlled opponents.



The Multiplayer Tournament is a Singles, not a Doubles, competition. As always, you can challenge human or computerized foes.

WORLD TOUR

If you think you can match rackets with the world's best, then head out on the World Tour, where you'll meet the other top stars in 11 international competitions. If you lose even one match, you'll be dropped from the tour. If you survive, you'll be crowned the World Champion!



Each court is a different color. Change the color of the ball so that you don't lose sight of it.



As you progress through the tour, your opponents become smarter, faster and more creative.

BOMB TENNIS

In this mode, every time the ball bounces, it leaves behind a little explosive present. These babies will knock you right out of your designer tennis shoes!





PUTTING A POSITIVE SPIN ON IT

Three major factors affect how far, how fast and in what direction your shot will go. The first is the type of shot you use. Press A to put topspin on the ball for speed and distance. Press bottom C for less speed and more bounce, and press left C to lob the ball. For a light stroke, just tap a shot button. For a more powerful volley, press and hold a shot button.

POSITIONS

The second factor is the position of the ball in relation to your body. If the ball is high and close to your chest, for example, you won't have much room to swing. As a result, your shot will be weak and you may not have much control over the ball. The figure below and the photos to the right illustrate some common situations. The final factor in your shot is the Control Stick. Press Left or Right as you shoot to angle the ball, and press toward the net to give your shot some extra oomph.



1 If the ball is at this height and distance when you press a shot button, you'll likely hit a normal forehand or backhand stroke.



2 If the ball is very close to or in front of you, you'll just tap it. This is often an awkward—and tough—shot to make.



3 With the ball at this distance, you'll have plenty of room to swing. The result is usually a powerful volley.



4 If the ball is far away, you may lunge for it. You won't have much control over the shot, but if you're at match point anyway, what the heck!

SMASHING GOOD TIME

When the special move option is on, a player earns one point of energy for every point he or she scores. This energy can be used to power special moves that propel the ball to warp speed. Each pro can perform a super serve, a super shot and a unique, personal move that will teleport the ball across the court. The super serve doesn't use any energy, but other moves do.



A, toward net+A



To hit a super serve, first tap A, then push the Control Stick toward the net and press A again.

R+Z then ◀+▼



To hit a super shot, hold the R and Z Buttons and tap left C and bottom C simultaneously.

R+Z+B then A



While holding the R and Z Buttons, tap B and then A very quickly to perform your personal move.

AT THE TOP OF THEIR GAME

While some of the pros may have a slight edge on the others in speed, arm strength or ball control, they all seem to be evenly matched when they're human-controlled. When they're computer-controlled, their differences seem much more pronounced. You can bet, though, that each of these stars is a top contender and fully capable of winning the World Tour.

Zoe Taylor



When she's down on games, the computer-controlled Zoe likes to play right up against the net and just tap the ball. She's also one of the fastest players on the virtual tour.

Vanessa Child



Vanessa and Zoe are left-handed, which may affect the angle of some of your shots dramatically. You can use this difference to your advantage against unwary or inexperienced opponents.

Amanda Coetzer



While Amanda isn't at her best when she's computer-controlled, she's much better when there's a human at the helm. Her special sidestep move isn't fancy, but it gets the job done.

Jana Novotna



Jana is the epitome of experience, style and strength. The computer-controlled version is a whirling dervish of arms, legs and racket, and she seems to be everywhere at once!

Conchita Martinez



Like Jana, Conchita has a lot of arm strength, which shows in her powerful volleys. Her personal move is an amazing lunging attack on the ball. Get out of the way or get hurt!

Leon Rodez



The only flashy move Leon makes is his personal move, which combines tennis and hip-hop dance moves. Otherwise, this unflappable Frenchman is a straightforward, all-around player.

Michael Chang



Finesse is the name of Michael's game. He doesn't have an overabundance of arm strength, but he does have great control. If yours is a game of brains over brawn, Michael is your man.

Gustavo Kuerten



Gustavo's personal move is a lunge to the side, so be sure to position yourself properly to hit the ball. Some special moves take time to execute, as well, so watch your timing.

Jonas Björkman



Jonas has what is probably the most spectacular special move in the game. To make a spinning jump before hitting the ball, hold L and R, and tap B and then A very quickly.

Mark Philippoussis



The computer-controlled Mark is a cagey player. He likes to vary the speed and strength of his shots, and he'll often return a hard serve with a blooper that barely clears the net.

Randy Powell



As a computer-controlled player, Randy is sometimes painfully slow to react. He's been known to get a second wind in the middle of a match, though, so be ready for anything.

Richard Krajicek



Krajicek is possibly the strongest player in the game. Even if you just tap the ball, it will often go sailing out of bounds. Precise control is definitely not his strong suit.

BUST-A-MOVE '99™







© Taito Corporation 1996, 1998

THE TOP TEN REASONS WHY BUST-A-MOVE '99 IS A "MUST PLAY!"

Taito's Bust-A-Move '99 is no mere retread—it's a fresh take on a classic concept. With lots of new features and game modes, this pleasing puzzler will have you busting bubbles well into the next millennium.

If you think Bust-A-Move '99 is just another "same old, same old" sequel, we're going to have to bust your bubble. While it's true that BAM '99 starts off with the same basic concept as its predecessors, it's also chock full of fresh features that will keep even BAM veterans on their puzzle-solving toes. With more characters, more attack patterns, added speed rounds, three new game modes and more than 1,000 new puzzles, BAM '99 gives players more puzzling possibilities than ever before. If you're still not convinced, here's our top ten list of the game's top ten new features and modes.

10 Win Contest Mode

In this one-player mode, you compete against all eight characters in the game, including the one you select for yourself. If you win all ten matches in a row, you'll unscramble a mysterious puzzle—a picture of which ever character you are playing as.



The more matches you win, the clearer the secret character's picture will be. If you lose a match and then choose to continue rather than start over from the beginning, the win counter resets to zero.

9 Challenge Mode

In the one-player Challenge Mode, the computer grades you in three skill categories, including Speed, Technique and Strategy. If you lose a match, you'll move on to the next puzzle automatically, but you probably won't receive a gold star for your performance!



There are five matches in each of the five stages. The computer will give you a letter grade after each stage and an overall, numerical score at the end of the game. A great score in one area can make up for poor scores in others.

The computer grades you on the time you take to complete puzzles and on the number and complexity of trick shots you make. The most common trick shot is the drop shot—by popping bubbles, you make one or more bubbles fall off the screen.



8 Unlimited Continues



If you're a glutton for puzzling punishment, then BAM '99 is for you. Previous BAM games allowed only a few continues, but this year's version gives you an unlimited supply, so you can pop 'til you drop. Just remember that every time you continue, your score resets to zero.



With unlimited continues, novice players have a much better chance of completing the game. Experienced puzzlers won't lack for challenge, though, especially on the higher difficulty levels.

7 Version 2.5

While most of the one-player modes have Easy, Normal and Hard difficulty settings, the Puzzle Mode has a "Version 2.5" setting that is apparently two-and-a-half times more difficult than the Normal level. Those unlimited continues really come in handy here!



Is the Version 2.5 setting really two-and-a-half times tougher than the Normal setting? We can't say for sure, but the puzzles are much more complex, and the bubbles move downward much faster than normal.



6 New Characters and Attacks

BAM veterans know that in Vs. Mode games, you can fill up a power meter by making drop shots. Once your power meter is full, you'll unleash a bubbly barrage at your opponent's puzzle. Each of the seven new characters has a unique attack pattern, adding a little more spice to the puzzling proceedings.



The Character Select screen shows the pattern of bubbles each character shoots. A red arrow pointing downward means that a character adds bubbles to the top of an opponent's puzzle, while an arrow pointing upward means the opposite.

5 1,025 Unique Puzzles to Solve

For those who savor the finer things in life, we present the Collection Mode. This mode features 1,025 puzzles, each signed by the person or team who created it—a signature series, if you will. We don't know if these puzzles qualify as art, but we like them!



Collection Mode puzzles are listed alphabetically by creator. You can play any of these puzzles at any time, so if Yutan's dazzling diamond isn't challenging enough, you can always try one of the Scrap Boys' scrambled creations.



4 Create Your Own Puzzles

Using the Edit Mode, you can create up to 25 puzzles of your own and use them in a do-it-yourself Challenge Mode game. You can also save your geometric gems to a Controller Pak for future use, if you wish. You're limited only by your imagination and the number of Controller Paks you have.



Aspiring game designers can stretch their creative skills with the Edit Mode. Be sure to set a puzzle's Field Size before you save it or test it. If the width is not set, a puzzle won't save, load or play properly.



You can play your puzzles individually or load them into a special Challenge Mode-style game. You don't have to play all 25 rounds, but be sure to specify each round in order. If a round is left blank, your game will end at that point.

3 New Speed Rounds

If you're one of those players who likes any game with the word "turbo" in the title, then we think you'll love this new feature. New Speed Rounds are sprinkled in among the normal puzzles in the Challenge Mode. The idea here is to keep popping bubbles until the meter on the left side of the screen is full.



Even if you clear the entire screen, more bubbles will pop in from above until the meter is full. Speed Round puzzles are just as complicated as regular puzzles, and, as you might expect, the bubbles drop much faster than usual.





2 Hi-res Multiplayer

Two-player thrills have always been a big part of BAM's appeal, but BAM '99 also boasts a new Multiplayer Mode for two to four players. Players are treated to a special high-res display in this mode and can choose among four different multiplayer contests.



The high-res graphics are a welcome feature in the Multiplayer Mode. The individual screens are small, but the graphics are incredibly clear. Even complex bank shots are a snap in this mode.



1 Even More Bust-A-Move Action

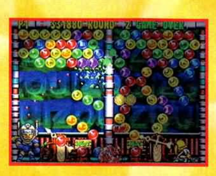
Okay, so the fact that a BAM game delivers great puzzling fun isn't new, but it is worth mentioning. Like its predecessors, BAM '99 combines a simple concept with complex game play, making it perfect for novices and experts alike. To help illustrate our point, we've outlined two of our favorite BAM '99 strategies below. The first talks about drop shots, while the second tells you how to use Rainbow Bubbles to start chain reactions. Happy puzzling!



Setting Up Drop Shots



Drop shots are the key to winning in the Vs. Mode. Place two like-colored bubbles at the bottom of your puzzle then hang other bubbles on them, as shown. Make sure that you have a clear shot at the "thread" holding the cluster.



When you break the thread, the remaining bubbles will fall and charge your power meter. Don't wait too long to make the shot, though. There's always a chance your opponent will send bubbles to your screen first and block your shot.

Rainbow Bubble Chain Reaction



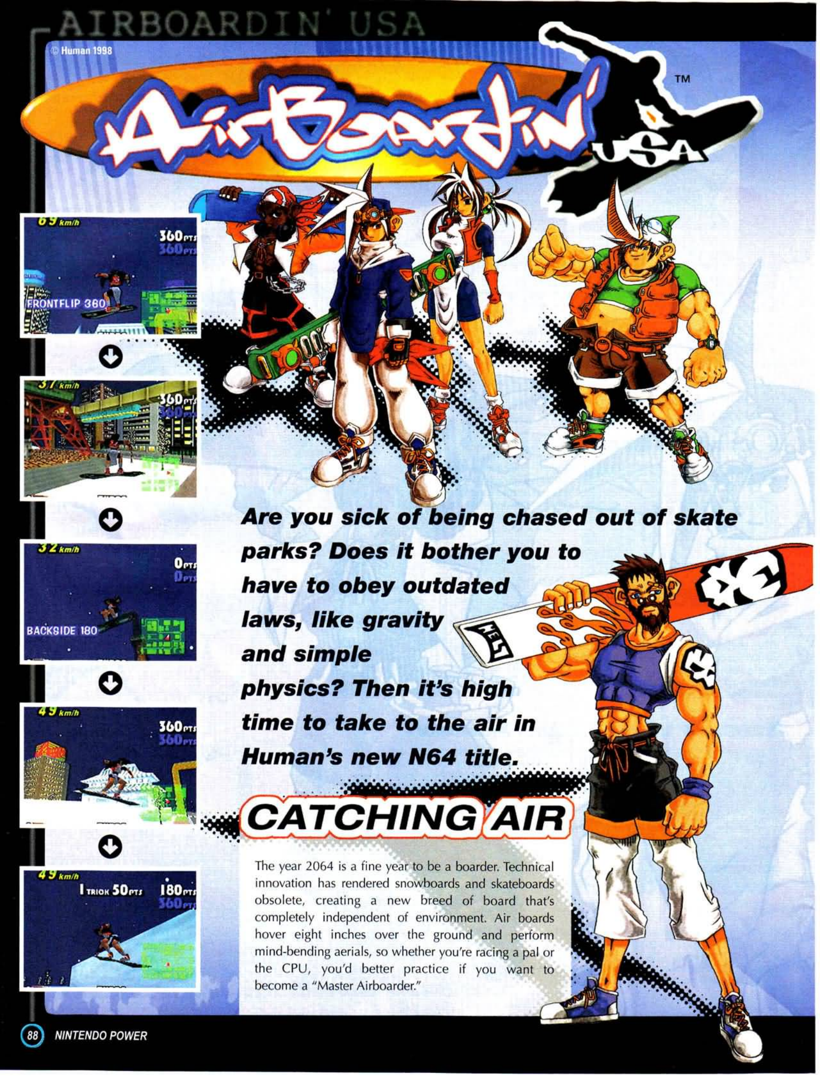
To pop a Rainbow Bubble, you must first pop a normal bubble next to it. The Rainbow Bubble will become the same color as the popped bubble. In this example, popping the red bubbles will turn the Rainbow Bubbles next to them red.





Changing a Rainbow Bubble doesn't always start a chain reaction, but it did in this cluster of them. Several adjacent bubbles were changed at the same time, so they all popped and started a chain reaction in the rest of the group.

© Human 1998



Are you sick of being chased out of skate parks? Does it bother you to have to obey outdated laws, like gravity and simple physics? Then it's high time to take to the air in Human's new N64 title.

CATCHING AIR

The year 2064 is a fine year to be a boarder. Technical innovation has rendered snowboards and skateboards obsolete, creating a new breed of board that's completely independent of environment. Air boards hover eight inches over the ground and perform mind-bending aerials, so whether you're racing a pal or the CPU, you'd better practice if you want to become a "Master Airboarder."

WAYS TO PLAY

There's a vast array of tricks at your disposal, so it might be a good idea to try the Practice level before leaping into any of the challenge game modes. A tutorial will help you get the feel of your airboard and master some basic techniques.

Normal



Shred through each level, hitting checkpoints to extend your time. You'll need a load of combo tricks to get an A rating.

Time Attack



Pure velocity is your goal, so don't worry about stunts. Find the quickest route between checkpoints and burn...uh, air.

Coin Challenge



You have 999 seconds to track down every loose bit of change in each level, and believe us, it's barely enough time.

Two Player VS.



Split the screen to board with a pal. Run a straight-up race, or see who can hoard the most loot in the coin challenge.

AIRBOARDERS

Boarders come in all shapes and sizes, so it's up to you to determine whose attributes fit your style best. You'll have four to choose from at the beginning, and an additional four characters can be earned by completing coin and point challenges.

Mark



A well-balanced rider, Mark is a good character to try out first. He can nail most tricks but especially excels at board flips.

Bobby

Bobby's barely 13, but he's one of the best street skaters around. If acrobatics are your bag, his Funky Flips won't disappoint.

Kris



Despite her parents' protests, Kris airboards because she loves to show off. Grace and agility make her a formidable trickster.

Dave



He's a bit of a bully, but Dave's your man if you enjoy doing power moves like lip stalls. He's not very good at rotation tricks.

Aaron



The first of the hidden riders is also one of the fastest. Aaron is very lightweight, so she can stay airborne for an eternity.

Foe



We don't know what kind of freakish accident turned Foe purple, but we do know this: his maximum speed is way off the charts.

Janis



Although you wouldn't guess it from his massive appearance, this lug is one of the very best at difficult combination aerials.

Hilda



It's mere speculation at this point, but we believe that Hilda can jump higher than any rider because of her large ear endowment.

AIRBOARDS

The airboarder is only half of the equation—you'll have to experiment until you find a board that suits you. The faster alpine boards slow to a crawl if you ride fakie—or backward—while freestyle models can cruise either way without decelerating.

McFly



A good starter board, the McFly has moderate speed and acceleration but sputters if you flip it around to ride backward.

Mystic



The Mystic has roughly the same traits as the McFly, but you won't lose speed whenever you switch your stance to fakie.

Stretcher



Another freestyle board that offers a good fakie ride, the Stretcher's superior acceleration gives it a slight advantage.

Scorpion



The Scorpion is the choice for Time Attack—quick acceleration and high top speed make it the fastest board available.

HIDDEN AIRBOARDS



There are four more rides waiting for Master Airboarders. After you've found all four hidden riders, go to the board select screen. Using the Control Stick, press Up, Up, Down, Down, Left, Right, Left, Right, B and A for some new gear.

AERIAL AREAS

You'll have to learn to adapt to diverse environments if you expect to get around. It's a little shocking to go from a pleasant cruise through sunset surf to a vertical ascent up the icy face of a skyscraper, but you'll get used to it.

GREEN PARK

This park isn't a good place to bring the kids for a picnic, but it is a great venue to learn how to airboard. Stairs, ramps, jungle gyms and a half-pipe are but a few of the things to jump off, and the small area makes it tough to get lost.





It's all about getting the most points in an abbreviated amount of time, so be sure to hit the initial quarter-pipe a couple of times. Combo tricks will build up your score in a hurry.



Use a turbo boost and launch off the big jump for some serious hang time. Take the opportunity to string together multiple aerials as you soar over the playground equipment far below.



After landing your big air, make a beeline for the half-pipe. You should have enough time to make at least a couple point-padding passes here before moving on to the next checkpoint.



As the clock ticks down, get crazy on the quarter-pipes in the home stretch. A couple railing maneuvers wouldn't hurt you either, but be sure to get to the finish before time expires.

LOST FOREST

Get back to nature in the Lost Forest, a sprawling course set near the ruins of an ancient civilization. You'll carve waterfalls, slide on rope bridge handrails, fly through the maw of a skeletal beast, and ascend the trunk of a giant tree.





You can get big points right off the bat just by getting down from your start position. We recommend turning 180° and hopping down the layered platforms, linking tricks all the way.



Race through the tunnels until a hard right takes you into a wide open water area. Spend a little time here surfing on the walls and getting some tricks in on the rope bridge handrails.



Parallel the giant, hollowed-out log, hitting multiple jumps and the checkpoint as you go. When you see the entry ramp, spin around and hop into the half-pipe for some big air fun.



The forest area is peppered with stumps and trees just waiting for you. Do pole grabs and barrel jumps as long as you can, then make for the old tree that hides the final checkpoint.

SNOW FESTIVAL '64

It's an annual Bay area party, but what do you care? It's hard to stay focused on the city Snow Festival when you're racing up the side of a 40-story building, slaloming on the elevated monorail track, or dodging hover-buses in the streets.





There's a quarter-pipe directly in front of you when the race starts, so you might as well make use of it. While you're at it, get some points off the huge snow jump right next to it.



Head for the checkpoint just in front of the igloo, then kill some time on the two quarter-pipes bracketing the icy structure. Avoid getting tangled up near the golden Christmas tree.



Cross the street for another checkpoint in the front drive of a large building. This area is a perfect place to practice your flat land tricks, as well as pole grabs and rail slides.



The last checkpoint is way out on the outskirts of the city. As you make your way there, do as many stunts as you can by launching off the roofs and vertical walls of the buildings.

SUNSET ISLAND

Take your board on vacation to Hawaii, where a remote cluster of islands is waiting to test your skills. Carve a wake through sunset waters, do some 50-50 slides on the lip of the highway, then stop at a grass hut for a coconut smoothie.



First off, hang a hard right and build up some points at the tropical skate park. Plenty of rails, jumps and palm trees await you, plus a whole lot of vert in the u-shaped quarter-pipe.



Head out over the water, linking as many rail tricks as you can while sliding along the steel hawsers of the bridge. If you hop over the edge, you can free-fall your way to big points.



Same drill, different bridge. Ride the concrete walls, then hit the asphalt for some street moves like kick flips and somersaults. Bail over the side for a huge, multiple move aerial.



They're nearly invisible on the map, but the only jump ramps in the level are located in the water near the western bridge. Make like a wakeboarder and pop off the top for points.

GIANT HOUSE



The doors to the huge domicile will open only for accomplished airboarders—you won't see the interior until you've earned an A on every course. Make the grade or you'll have to play outside!

1998 NINTENDO POWER AWARDS WINNERS



Two months ago we presented our nominees for Nintendo's best of 1998. We gave you the power to cast your vote but requested that you refrain from blindly voting for Zelda in every category. A lot of good that did. And while Zelda wins our Golden Broom Prize for sweeping the awards, a few other games managed to win, too. No, really.

BEST STORY

The Legend of Zelda: Ocarina of Time (N64)

Tragedy, comedy, suspense and romance. Zelda's story had it all, and over 70% of voting readers championed its tale of destiny, time travel, doomed realms and how Link had to deliver eye drops to that big rock-eating creature.



Runners-up:
2. Pokémon (Game Boy)
3. *Star Wars*: Rogue Squadron (N64)

BEST GRAPHICS

The Legend of Zelda: Ocarina of Time (N64)

Last year introduced the N64 Expansion Pak that allowed for enhanced graphics. Impressively, The Legend of Zelda: Ocarina of Time, unlike the runners up, achieved its photo-realistic look without the help of the memory boost.



Runners-up:
2. *Star Wars*: Rogue Squadron (N64)
3. Turok 2: Seeds of Evil (N64)

BEST MUSIC

The Legend of Zelda: Ocarina of Time (N64)

With tunes ranging from lullabies to the lazy Lon Lon shuffle, Zelda's soundtrack tickled gamers' ears, and the ocarina tickled their fancies by allowing would-be maestros to compose and play their own ditties.



Runners-up:
2. *Star Wars*: Rogue Squadron (N64)
3. 1080° Snowboarding (N64)

BEST SOUND

The Legend of Zelda: Ocarina of Time (N64)

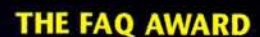
Not even the wisecracks, plops and squirts in South Park or the blasts, crashes and wookiee roars in Rogue Squadron could compete with Zelda's finely-tuned audio effects. The game sounds like a winner.



Runners-up:
2. *Star Wars*: Rogue Squadron (N64)
3. South Park (N64)

OTHER NOTABLES

In addition to inviting you to vote for '98's nominees, we asked you to create your own categories and send us your write-in votes. Hundreds of e-mail and snail mail votes later, Navi secured a spot as most annoying character with her frequent yelps of "Listen!" Other than that revelation, a few unique and curious entries piqued our interest...



THE FAQ AWARD

Is there a secret level/sequel for Banjo-Kazooie?

—Chris Katz, via the Internet



THE RODNEY DANGERFIELD AWARD FOR THE GAME THAT DESERVES MORE RESPECT

BioFreaks

—Ragnarok76, via the Internet



MOST ANNOYING DANCE (MOVE OVER, MACARENA!)

Darunia's dance (The Legend of Zelda: Ocarina of Time)

—Sean Barrett, via the Internet



MOST INNOVATIVE

The Legend of Zelda: Ocarina of Time (N64)

A breakthrough in terms of its staggering size and unfathomable depth, Zelda may not be an entirely new invention, but its innovations enamored enough gamers to make it a favorite in all categories.



Runners-up:
2. Pokémon (Game Boy)
3. Game Boy Camera

BEST GAME PLAY VARIETY

The Legend of Zelda: Ocarina of Time (N64)

Transcending the genres, Zelda offered a motley mix of adventuring, sharpshooting, puzzle solving and even a little romance management to keep gamers on their toes and on the edge of their seats.



Runners-up:
2. Banjo-Kazooie (N64)
3. *Star Wars*: Rogue Squadron (N64)

BEST MULTIPLAYER GAME

WCW/nWo Revenge (N64)

Backed by a rabid fanbase and excellent mechanics, WCW/nWo Revenge from THQ became the juggernaut title of '98. As breakneck as F-Zero's speeds and as offensive as South Park's kids are, WCW/nWo Revenge is definitely sweet.



Runners-up:
2. South Park (N64)
3. F-Zero X (N64)

BEST RACING GAME

F-Zero X (N64)

So how many racing games do we need, anyway? According to readers, just one: F-Zero X. Winning by almost a thousand votes, F-Zero X quickly finished the race as the fastest and favorite of its kind.



Runners-up:
2. 1080° Snowboarding (N64)
3. Cruis'n World (N64)

SLEEPER HIT OF THE YEAR

Space Station Silicon Valley (N64)

While Zelda eclipsed most everything last year, 1998 still shone bright with many stars. One of the brightest was DMA Design, the developers behind Silicon Valley and first runner-up Body Harvest.



Runners-up:
2. Body Harvest (N64)
3. Snowboard Kids (N64)



BEST ACTION GAME

Star Wars: Rogue Squadron (N64)



The top action titles made even the polls exciting. Only a few hundred votes separated the contenders, and regardless of the winner, each proved capable of raising adrenalin levels to a fever pitch.

Runners-up:
2. Turok 2: Seeds of Evil (N64)
3. WCW/nWo Revenge (N64)

BEST CINEMA SCENES

The Legend of Zelda: Ocarina of Time (N64)



Great works of cinema have unforgettable scenes, and Zelda has enough to fill an entire reel. Who could forget Kakariko Village's destruction or Saria's farewell? Over 70 percent of our readers couldn't.

Runners-up:
2. *Star Wars*: Rogue Squadron (N64)
3. Turok 2: Seeds of Evil (N64)

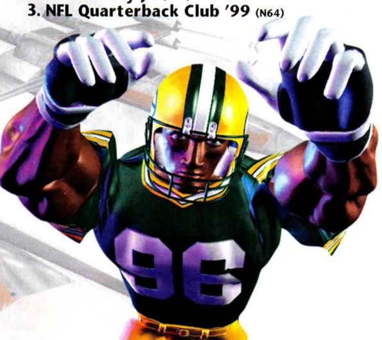
BEST SPORTS GAME

NFL Blitz (N64)



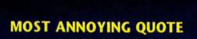
Blitz isn't just about winning; it's about pummeling your opponents into pulpy piñatas. Fittingly, NFL Blitz did just that in the polls, too, beating Griffey by well over a thousand votes.

Runners-up:
2. Major League Baseball Featuring Ken Griffey Jr. (N64)
3. NFL Quarterback Club '99 (N64)



OTHER NOTABLES

GUILTIEST PLEASURE



Stomping on humans (Rampage World Tour)

—Steven Murphy, via the Internet



MOST ANNOYING QUOTE

"Rogue Squadron, where's our cover?"–General Rieekan

—Chris Hood, via the Internet

BEST INDIVIDUAL CINEMA SEQUENCE



Gruntilda's transformation during the game-over sequence (Banjo-Kazooie)

—Rob Canton, Portland, OR

BEST CANDIDATE FOR A MOVIE ADAPTATION



Castlevania

—Victor Chen, via the Internet

BEST ADVENTURE GAME

The Legend of Zelda: Ocarina of Time (N64)

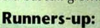
It's rare for a Game Boy game to fare so well amidst a field of N64 games, but Pokémon deserves a nod for placing behind the hands-down adventure title and knee-jerk vote-getter of '98, Zelda.



Runners-up:
2. Pokémon (Game Boy)
3. Banjo-Kazooie (N64)

FUNNIEST GAME

South Park (N64)



What's funnier than a lizard poking fun at pop culture or the odd coupling of a bear and bird? The foul-mouthed kids of South Park, that's what! What's funnier than that? How much people love a game about basting turkeys!!!



Runners-up:
2. Banjo-Kazooie (N64)
3. Gex 64: Enter the Gecko (N64)



BEST ACCESSORY/DEVELOPMENT

N64 Expansion Pak

Expanding the N64's horizons with higher resolution and a larger memory capacity, the N64 Expansion Pak bests the innovations for Game Boy, a system that's nearly ten years old but still growing.



Runners-up:
2. Game Boy Color
3. Game Boy Camera

BEST N64 GAME

The Legend of Zelda: Ocarina of Time (N64)

Zelda's been in the making for over three years, and it shows. An elegant masterpiece, Shigeru Miyamoto's consummate gaming experience has become the watermark against which all other games will be compared.



Runners-up:
2. *Star Wars*: Rogue Squadron
3. WCW/nWo Revenge

BEST GAME BOY GAME

Pokémon

Those cute and collectible characters have invaded the TV, toy and comic book worlds to become the hottest thing to have an accent over its "e" since flambé. And it's the only sensation capable of overshadowing a Zelda game.



Runners-up:
2. The Legend of Zelda: Link's Awakening DX
3. James Bond 007

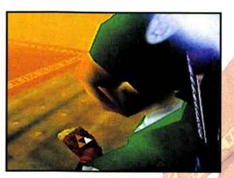
BEST RELEASE OF 1998

The Legend of Zelda: Ocarina of Time (N64)

It won by a landslide, but you could have guessed this one before the first vote was even tallied. Across all Nintendo systems and above all of the past year's developments, The Legend of Zelda comes out on top, not just because the game is so involving, intense and gorgeous, but because the game has heart. And that's something more timeless and enchanting than any Hyrulean temple could offer.



Runners-up:
2. Pokémon (Game Boy)
3. Banjo-Kazooie (N64)
4. *Star Wars*: Rogue Squadron (N64)
5. Turok 2: Seeds of Evil (N64)











OTHER NOTABLES

BIGGEST SMART ALECK
Kazooie
—Keith Brady, via the Internet



COOLEST WEAPON
Your own body (NFL Blitz)
—Jeffrey Malone, Yardley, PA

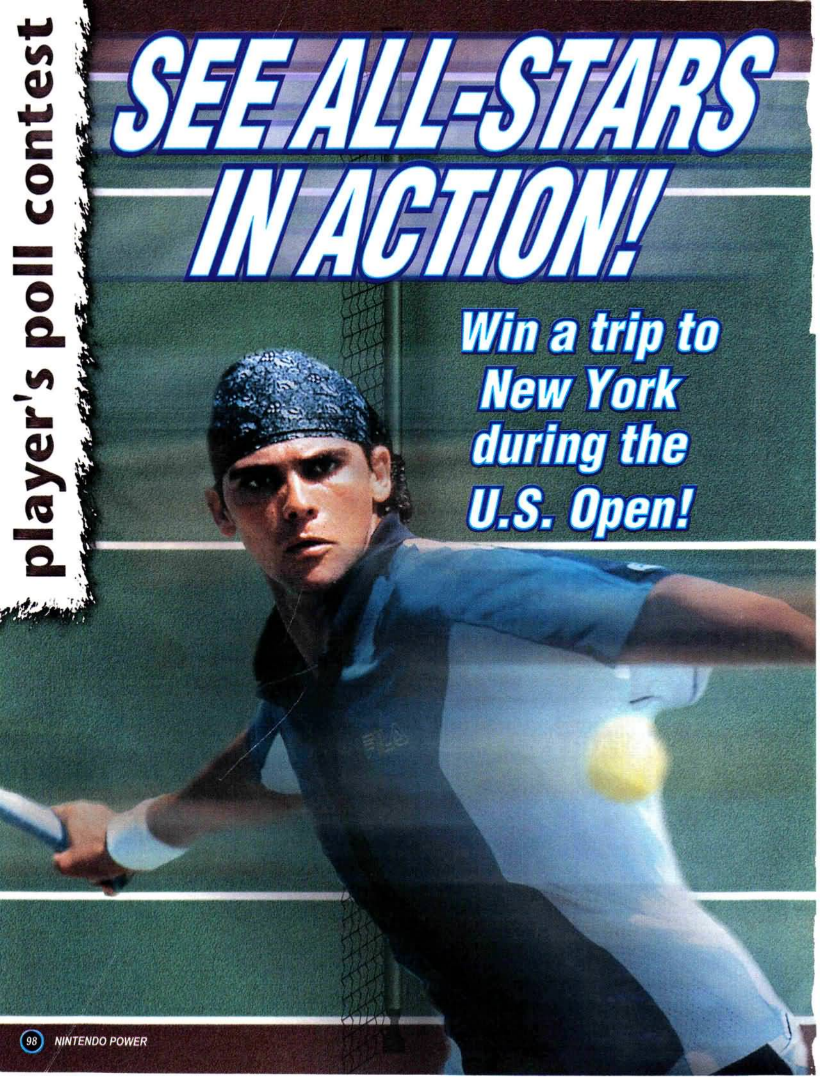


BEST NEW HERO
Buck Bumble
—Robbie Brown, Rochester, IN



BEST PET
Richard the dog (The Legend of Zelda: Ocarina of Time)
—Richard Rhinebolt, Owosso, MI




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Player's Poll—Volume 120

While you're waiting in line to see the new *Star Wars* flick this month, take a moment to fill out this survey and send it in. Who knows? You just might win our Player's Poll Contest!

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Check out the game list on page 138, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. Nintendo 64 1.____ 2.____ 3.____ 4.____ 5.____

B. Game Boy 1.____ 2.____ 3.____ 4.____ 5.____

C. Which five games are your Most Wanted?
1.____ 2.____ 3.____ 4.____ 5.____

D. Which five Game Boy Color games would you be most likely to buy?
1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex
1. Male 2. Female

G. Do you already own Game Boy?
1. Yes 2. No

H. If you already own Game Boy, do you plan on purchasing Game Boy Color?
1. Yes 2. Maybe 3. No

I. Which color of Game Boy Color would you be most likely to buy?
1. Dandelion 2. Kiwi 3. Berry 4. Teal 5. Purple 6. Clear Purple

J. Which of these classics would you like to see on Game Boy Color?
1. Metroid 2. Mega Man 3. Castlevania 4. Dragon Warrior
5. The Legend of Zelda 6. Super Mario Bros. 3

K. What do you think of the new Pokémon PokéCenter column?
1. I like it 2. It's OK 3. I don't like it 4. I'm not interested in Pokémon

L. Which part of the Pokémon PokéCenter column is your favorite??
1. News 2. Q & A 3. Reader Art

M. After reading this month's preview, how interested are you in playing Pokémon Snap
1. I can't wait 2. Very interested 3. Somewhat interested 4. Not interested at all

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All Pokémon, All the Time!

Summer of the Pokémon

Long days, lots of sunshine and chirping Pidgey all point to one thing: Summer's en route, and Pokémon lovers have a double-dip treat coming. Not one—but two—new Pokémon games will be hitting stores. On June 28, Game Boy gamers will have an electric reunion with their old pals in Pokémon Pinball. You'd better have a good grip on your Game Boy, because the game has a new built-in Rumble feature that'll rock your world. Unfortunately, tilting the game won't keep your ball out of the gutter. And on July 26, Pokémon Snap, the first title for the N64, will send you on a wild photo safari. (Check out the preview on page 22 for the inside scoop.)





Racking up points reveals a mystery Pokémon, while Diglett and Voltorb ricochet your ball around the screen.



Gengar seems pretty happy about guest starring in the latest Pokémon game.



Still, we wouldn't recommend letting your ball anywhere near his mouth.

Prime-Time Pokémon

There's a new breed out there—television-type Pokémon. After becoming a powerhouse in its time slot on weekday afternoons, the hugely popular WB cartoon has expanded to enter the Saturday morning free-for-all. Programming varies from state to state, so check your local listings to find the exact days and times to catch Ash's adventures—you can also head to www.pokemon.com for updated TV schedules. We imagine that the WB will rerun all of the episodes you missed, but if you can't wait, Viz Video is selling three-pack VHS videos of all the early shows.



Viz Videos' 3-packs are required viewing if you happened to miss the early episodes. How else would you see Ash take the first steps on the road to becoming a Pokémon master?

PokéChat

There's lots of speculation going on out there, so always check here to find out what's up in the world of Pokémon. All you have to do is ask, so keep those questions coming!

Q: What is MissingNo?

A: Many people claim this is the 152nd Pokémon, but don't believe them. MissingNo is a glitch, and any contact with it (even if you don't catch it) could easily erase your game file or disrupt your graphics. Here's how we recreate this bizarre phenomenon. In Pokémon Red or Blue, have the man in Vermilion City teach you how to catch a Pokémon. Using a Pokémon with Fly, go to the Seafoam Islands, avoiding contact with all land Pokémon. Once there, surfing up and down on the half-land, half-water strip will eventually send you into battle with a scrambled character that appears as MissingNo or a group of garbled letters. As tempting as it is, don't try this at home if you value your Pokémon!



Even a brief glimpse of this distorted creature could ruin your entire stable of precious Pokémon.

Q: Why does my Pokémon game have only one save file?

A: The game reserves a space for all of the Pokémon. This information, combined with your progress through the game, uses up almost all of the available battery space.

Q: I heard that the U.S. Pokémon movie is a sequel—did I miss the first one?

A: You missed it if you were living in Japan. The first movie was never released in the United States, but the second, tentatively titled "Mewtwo Strikes Back," is gathering steam as Warner Bros. picks up the worldwide rights outside of Japan.

Q: In Fuchsia City, what is the warden trying to say?

A: You must return his gold teeth if you want to understand him.





You'll never understand the warden's mumbling unless you enter the Safari Zone and find his dentures. If you return them to him, he'll give you HM 04.

Q: I defeated Zapdos by accident. Can I still capture it later?

A: Unfortunately, no. You have only one chance per game file to catch rare Pokémon like Zapdos, Articuno, Moltres or Mewtwo. If you want to be safe, save right before you fight these creatures; that way you can reset and try again if you fail. Be patient—you'll get 'em all eventually!

Submitted art becomes property of Nintendo Power.





#25 Pikachu
Joshua Kang
Fort Lee, NJ



#5 Charmeleon
Isriel Rodriguez
Houston, TX



Got Pikachu?
Jessica Bavolack
Rockville, VA



#66 Machop
Ben Jarrett
Harmony, PA

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COUNSELORS' corner

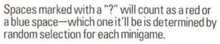
▶MARIO PARTY



IS THE FOUR-PLAYER MINIGAME SELECTION RANDOM?

If it seems like your three pals are always teaming up against you in the minigames, keep in mind you're as responsible for the selection as they are. The game picks the minigame based on spaces the characters occupy. If all four players are on the same color space, the game will be every man for himself. When two are on blue and two are on red, then you'll play as teams, and if you're the only one on a color, it'll be you against the world.





Spaces marked with a "?" will count as a red or a blue space—which one it'll be is determined by random selection for each minigame.



You don't have much control over where people will be standing at the end of a round, but sometimes it's nice to know what's coming.

? HOW DO I ACCESS THE MAGMA MOUNTAIN PLAYING BOARD? ?

You must have played on each of the six original boards and gotten around 60 stars to earn the right to explore Bowser's fiery domain. Once you have those stats, head over to the Item Shop. The board will then be available for purchase for 980 coins. If you're willing to invest your hard-earned cash, then dive in, but be warned—the objective here is to defeat Bowser once and for all, and he has plenty of nasty tricks waiting for players who think they've seen it all. Here's your chance to finally get revenge for all those stolen coins, but Bowser is not about to go quietly.

It may take a while to accumulate the stars and coins required to find this board, but it's well worth it for the thrill of a battle with Bowser.



The setting is an erupting volcano, so get used to seeing molten lava everywhere. "?" spaces turn blue spaces into red spaces for two turns.



As if Bowser hadn't stolen enough coins from you on the other boards, on Magma Mountain he's developed the ability to pilfer stars as well.

▶CASTLEVANIA



HOW DO I GET THE ITEMS ON THE FOUNTAIN NEAR THE VILLA?

You can see the goodies up there, just out of reach, but unlike the very beginning of the level, there's no invisible platform to help you climb. The only way to get on top of the fountain is to hang out until the hour between midnight and 1:00 a.m., when a stone platform will rise up out of the water to allow access. The reward for your patience will be roast beef, cash, purifying, and sun and moon cards.



The pillar rises out of this spot at exactly midnight and sticks around for only an hour.



Flash a moon card if you're impatient—you'll get another one at the fountain's summit.

WHAT'S ON THE HIGH PLATFORM IN THE DUEL TOWER?

As you may have guessed, the platform isn't there just for decoration, but it takes a little bit of courage to reach it. Make your way through the level until you duke it out with the Werewolf, a snarling creature who throws a lot of running punches and leg sweeps. After defeating the monster, face the corner so that you see ledges growing out of the wall on both sides. Climb up the right-hand side to the top, then face away from the wall. You should see a platform with a couple torches on it way off to the left, but there doesn't appear to be a way to clamber over to it. Here's where you need to take a leap of faith. If you jump and hug the wall, you'll plant your feet squarely on an invisible platform that will take you to the torches. Whip the light sources for a random assortment of power-up items.



After flogging the Werewolf into submission, climb up the extending platforms to the right.



You'll have a long drop if you step too far from the wall. Whatever you do, don't look down.

DO I NEED TO ENTER THE TOWER OF EXECUTION GATE?

There's nothing integral to your quest behind the Tower of Execution Gate, but if you're fashion conscious, you may want to take the time to explore. The gate key is hidden in an upright coffin high up in the level, and after obtaining it you must make the perilous descent back to the gate itself. Once inside, a quick jump will put you up on a ledge with a coffin containing Special Item 2. This item will let you change your character's costume in the next game.



If you manage to survive the arduous journey up and down the Tower of Execution, you'll be rewarded with the hot pink Special Item 2.


To use the item, you have to find it first, then defeat Dracula on the Normal setting. After the credits, select Yes to Overwrite Cleared Data.


Now, whenever starting a new game, you can press Up on the Character Select screen and change your vampire hunter's costume.

▶SOUTH PARK



WHERE IS THE ENTRANCE TO THE MOTHERSHIP?

The ship is right there, but there's no way inside, and Cartman is starting to get angry. Be patient and keep sniping the never-ending supply of Visitors—eventually you should see two of them appear from the base of the ship, dressed in blue uniforms. Terminate these two with extreme prejudice, then make your way over to where they fell and grab the Mothership key. Go up the ramp to the next level.



It may take a while, so stock up on plenty of eggs for your trusty Sniper Chicken.



Once the blue-suited Visitors are taken care of, you'll be on your way to the UFO Core.

? HOW DO I DEFEAT EVIL MR. HAT'S ROBOT? ?

Mr. Hat always seemed so quiet and peaceful—it's a bit of a shock when you discover he's the evil force behind the waves of robots running wild over the Colorado countryside. He's not exactly a large target, either, so when you run into him at the end of the Nuts and Boltz stage, be ready to do some precise aiming. Arm yourself with the Warpo Ray or the Sniper Chicken and back your way around the robot factory, keeping Mr. Hat's robot in your sights the whole time. Avoid the smaller robots as much as you can—they're fairly slow and shouldn't cause you much damage if they get an occasional attack in. Whenever the flap on the front of the main robot opens, let fly with your weapon and peg Mr. Hat right in the...well, right in the hat.



Mr. Garrison's pal is only visible for a second, so be sure you're ready when the flap opens.



If you have plenty of ammo for the Sniper Chicken, you'll have no trouble with him.



HOW DO I REACH THE ITEMS ON TOP OF THE SCHOOL BUS? ?

It looks impossible from the ground, but there is a way to get all of the weaponry on top of Ms. Crabtree's ride. Clear the area of any threats first, then face the rear of the bus. Turn right and walk forward until you reach a green, glowing platform. Jump on and ride it up to a thin plank walkway—the plank is completely invisible from the ground, so don't bother looking for it when you're down below. Cross the plank all the way to the bus, where you'll find a full arsenal.



Wipe out the floating blue Visitor, or else you'll get blown off the bus by brain rays.



The green platform will elevate you high enough to see the hidden walkway.



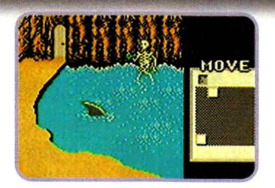
Load up on everything you see—you'll need all the help you can get to Blow the Core.

▶SHADOWGATE CLASSIC

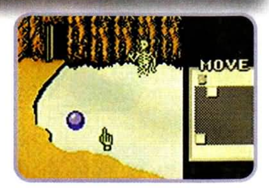


HOW DO I GET PAST THE SHARK GUARDING THE SKELETON'S KEY?

The shark won't let you in the water, so you'll have to find another way to yank Key 3 out of the skeleton's clutches. In the Cold Room, use the white gem on the hole in the wall to get the Sphere. Once you've got it, use the Sphere to freeze the water, making it simple to saunter out and take the key. Be sure to thaw the water with the Lit Torch, as you'll need the Sphere to fight the Fire Drake.



It's difficult to swim through solid ice, so don't worry about the shark once you use the Sphere.



If you put the Lit Torch directly on the Sphere it will go out, so place it nearby for a safe thaw.



CAN I DEFEAT THE DRAGON IN THE TERRIBLY HOT ROOM?

It's too hot to fight! The bad news is that there's no way to even draw the dragon out of his cave, so all you'll ever see is glowing eyes and blasts of fire that erupt whenever you try to do anything. Your first order of business in this room is to take the Shield from the ground to offer some measure of protection against the dragon's hot breath. Since you can't beat the beast, your mission is to avoid it instead. Dodge around the room picking up items, but remember that you won't be able to pick up the gold on the floor—the chest is equally inaccessible, so don't waste your time. The only things you really need are the Hammer, the Torch and the Spear, so be sure you manage to acquire them at some point. Keep exiting and re-entering the room as many times as are necessary to pick up all the items you want—the flames and heat will end your adventure if you dally too long.



The dragon would like nothing better than to invite you to stay for a barbecue. Grab the Shield as soon as you arrive to help fend him off.



They don't call it the Terribly Hot Room for nothing! If you don't pick and choose wisely among the goodies, you'll succumb to the heat.



Q&A FAST FACTS

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

Or write to: Counselors' Corner
P.O. Box 97033, Redmond, WA 98073-9733

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)



STAR WARS: SOTE

Q: How do I get the best ending?

A: Beat the game on any difficulty except Easy and complete the Skyhook mission without running into anything.

Q: How do I top the Mission times?

A: The only way you'll beat the clock is if you know exactly where you're going. Don't pick up nonessential items and avoid downing all the enemies.

MORTAL KOMBAT TRILOGY

Q: What does it mean when the "Toasty" guy appears?

A: When you're on the Star Bridge stage and you see Toasty's face appear, hold Down and press Start to fight Khameleon.

Q: Why does my game stop before I get to the bosses?

A: You're playing on Very Easy. Play a harder difficulty to fight the big boys.

DONKEY KONG COUNTRY 3

Q: How do I get to the Lost World?

A: Using the Hover Craft or the Jet Ski, go above Kremwood Forest and sail clockwise around the four rocks while holding down Y.

Q: How do I put a barrel down without sending it rolling?

A: Hold Down on the Control Pad and release the X Button.



Fight for the Right to Party

All worn out from Mario Party? Rare hopes not, because they want you to join in the revelry this spring at Conker's birthday party! But just as the festivities begin, the aptly-named Evil Acorn bursts out of Conker's cake and seizes Berri. To add insult to injury, the nefarious nut scoops up Conker's presents before hitting the door. Even though it's been a little while since we heard from the woodland wonder, Conker is quite literally bright-eyed, bushy-tailed and ready to squirrel his way into your Game Boy Color with a top-down adventure that's really top-notch.

Conker's chief concern is finding his sister, not just picking up the presents strewn across each level.

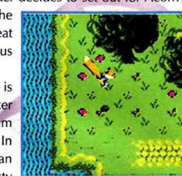
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Conker: The Host with the Most

Conker has been feeling a little squirrely ever since big, bad Evil Acorn spirited away Berri and snatched all of his gifts. Even though it is his party and he can cry if he wants to, Conker decides to set out for Acorn's hideout and rescue his stolen sibling. Along the way, the furry hero must solve puzzles, defeat wandering nogoodniks and avoid dangerous obstacles like spikes and fire pits.

On the road to Evil Acorn's hideout, there is no path of least resistance. Fortunately, Conker has seven different abilities that will help him overcome the trials and tribulations ahead. In addition being able to walk and run, Conker can jump, dig, swim, push, and attack with his trusty slingshot.

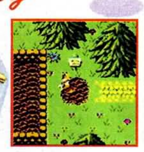
Conker can pick up power-ups to boost his health before he leaves home.



Conker can jump over obstacles and enemies on his quest to rescue his sister, Berri.

Dig





Conker can burrow through patches of dirt and come up on the other side of an obstacle.

Attack

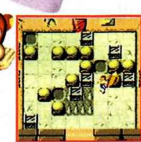




As Conker picks up conkers (little chestnuts), he can fire them at enemies with the slingshot.

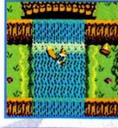
Push





Conker solves puzzles by pushing crates on top of special "hot spots."

Where's the Party?



Willow Woods

Conker makes his home in peaceful Willow Woods, so naturally he's more than willing to defend the forest when Evil Acorn and his army of nasties enter the scene.



Vulture Ville

Few Acorn People call the arid desert of Vulture Ville home, so there isn't much chance of Conker's meeting up with any fellow party-goers among the dusty dunes.



Krow Keep

The dark and brooding towers of Krow Keep are usually enough to dampen any celebratory sentiments, but Conker must brave the castle if he wants to see Berri again.



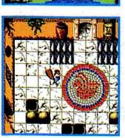
Mako Islands

Mako Island is the home of a perennial party, where Acorn People go to play games all day. Conker must win all of their party games if he wants to find his presents.



Claw Swamp

The murkiness of Claw Swamp seems to sour any chance of restoring Conker's party. The squirrel can find his presents only by facing off with the marsh's threatening inhabitants.



Aztec Temple

The labyrinth of booby-trapped rooms and endless corridors will try Conker's patience. Evil Acorn is just beyond the temple, so Conker will need lots of ammo.

Party Favors

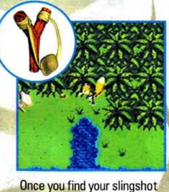
No party is complete without a few merrymaking goodies to spread the joy. As Conker searches high and low for his little sister and tries to salvage his birthday bash, he will need to collect lots of helpful items. Naturally, the sassy squirrel has a nose for nuts, so Conker will be on the lookout for acorns that replenish his energy and conkers that are slingshot ammo. Conker will also be on the hunt for items that will help him overcome obstacles that stand between him and the festivities. A pickax is useful for breaking rocks in his way, and the saw helps Conker go lumberjack on dead trees that block his path. (Note: No live trees were cut down in the making of Conker's Pocket Tales.) A torch helps Conker take a stab in the dark, and invitations allow him to pass through secret doors.



Without he diving mask, Conker can't swim to faraway locales like Mako Island.



Some doors, like the one to the Aztec Temple, cannot be opened without special keys.



Once you find your slingshot in the mill in Willow Woods, you can fire conkers.

Party Games

Pin the tail on the donkey. Bobbing for apples. Musical chairs. They're all cherished party games, but Conker's gala is going to be full of less-than-traditional entertainment. Gold Panning requires that a capitalistic Conker dip his pan into flowing waters to collect gold nuggets as they drift by. In the Bank Shootout, participants must drain the bank robber's energy bar without taking too many hits. Drivers in the Boat Race against Honker the Skunk must follow buoys and look for shortcuts!

On Mako Island, party-goers will have a chance to delight in other party games, such as a strenuous hurdle race, a swimming competition, a long jump, and the always-fun Coconut Shoot. During the Coconut Shoot, contestants must repel tropical missiles thrown by a pack of goofy monkeys.

Once you find all the parts to the boat, you can race fragrant Honker around the island.



To get maximum distance in the long jump contest, try to jump at exactly 45 degrees.



If you don't stop to take breaths, Honker the Skunk will beat you in the swimming race.



You'll lose the hurdle race if you don't time your jumps correctly.



Use the A and B Buttons to aim for the tropical targets in the wacky Coconut Shoot.



Party Crashers





When you throw a soiree as exclusive as Conker's birthday party, you're bound to step on a few toes when drawing up the invitation list. Apparently Evil Acorn's name found its way onto the B list, and the nasty nut has exacted his revenge by ruining the festivities.

Evil Acorn is not alone, however, in wreaking havoc on the party. In order to retrieve his presents and his sister, Conker is going to have a showdown with an entire gallery of undesirables.



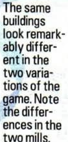
Honker the Skunk is a stinky example of a good woodland creature gone bad. A maniac behind the wheel of a speedboat, Honker is known throughout the forests as a troublemaker. Vultures Luxo and Sol are a terrible twosome who want to vent their frustration on Conker personally! And there are many other baddies lining up to take a swing at Conker, including a wily wizard and a slippery snake.

Two Parties!



Conker's birthday is going to be such a big event that Rare has scheduled two parties. One takes place exclusively on Game Boy Color, the other on the original Game Boy. The two versions of Conker contain the same story line and level setup, but there are significant graphical differences. For example, the extra power of the Game Boy Color has allowed Rare to create gorgeous, scrolling level maps as opposed to patterned maps on the original Game Boy.

Pocket Tales is selective when it comes to loading up games on the different Game Boys. Games saved on the color version of Conker will not open when played later on Game Boy or Game Boy Pocket.



The same buildings look remarkably different in the two variations of the game. Note the differences in the two mills.





While Conker's monochrome tales may not look as pretty as its colored counterpart, the game is the same size and just as fun.

Party On

All's well that ends at a well. Tiny Conker has a huge adventure ahead of him.

Conker's Pocket Tales is a satisfying blend of action, exploration, engaging strategy and mind-bending puzzles that will challenge and charm all gamers. The depth of the game is incredible, providing hours of fun for both those looking for adventure and those waiting for Conker to show his face in his long-awaited N64 debut.

No doubt about it—Conker's Pocket Tales is going to be the hottest party ticket on the Game Boy Color this Spring!

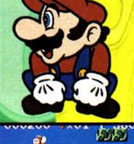


SUPER MARIO BROS. Deluxe

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After almost 15 years, Mario and his brother Luigi have returned for a classic encore and some wild new adventures. Bellissimo!



If you're an original NES owner, prepare for a Goomba-stomping trip down memory lane. The original 8-bit adventure that introduced us all to Bowser's nefarious schemes has been perfectly reproduced on Game Boy Color, down to the very last hidden 1-Up. That's not even close to the whole story, either. Lost levels, race modes, a head-to-head versus chase and a new Challenge Mode await, so button up your overalls and get hopping!

A THOUSAND WORDS

ALBUM



As you go, pictures will end up in your album, from a collection of your hard-earned medals to a roll call of enemies you've run into. You can even write comments on the shots and print them out!

PRINT SHOP



Using your Game Boy printer, you can also print up a calendar of any month for the next couple of centuries, make a personalized banner, or get a hard copy of the Princess's predictions your future.

PLAY MODES

Fans of the original NES game will find it all here, reproduced down to the last hidden 1-up block—it may just be our hazy '80s memory, but we think that the colors look even more vibrant on the Game Boy Color. The original alone is worth the price of admission, but it only scratches the surface of what this cartridge offers to the true-blue Mariophile. Get ready to rediscover the Mushroom Kingdom!

ORIGINAL 1985

Chances are, you remember the drill—pin the B Button down with your thumb and jump for coins as you battle Bowser's creeping legions over land and sea.







Ah, the glory of 8 bits! Mario's first adventure is bound to make many gamers nostalgic, while others will get their first taste of the game that started it all.

CHALLENGE

Ok, Mario master, you can beat the game in 20 minutes, find every invisible coin block, and get infinite lives. But are you ready to retrace your steps in search of new hidden treasures? The Challenge is to find five Red Coins, track down a hidden Yoshi egg, and beat a point target in every original level.



Some levels won't be opened in Challenge Mode until you've finished them in the original game. You'll get red, blue and green medals as you meet each stage's challenge.



The point targets are high, the Red Coins often seem out of reach, and Yoshi is always hidden well. If you're stuck, press Up or Down on the Control Pad to look around.

VERSUS

Finally, a way to send Mario and Luigi head to head! Using a Game Link Cable, you can now race a buddy through speed stages, sabotaging each other all the way. Your pal will appear to be behind the scenery on your screen and vice-versa, so get used to seeing your nemesis suddenly leap out of the shrubbery.



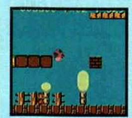
Punching these flip switches will make blocks simultaneously appear on your screen and disappear off your friend's—wait until he climbs and then yank the rug out.



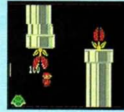
Besides undermining his climbing efforts, the only other way to slow your opponent is with a well-placed fireball, which will cause the character to jump to the air.

FOR SUPER PLAYERS

Super NES owners who tried out Super Mario All-Stars had a chance to play all of the "lost levels" of Super Mario Bros., but here they are for everyone who missed out. The lost levels essentially make up a whole new game, with eight full worlds of new levels and eight more chances to put a hurt on Bowser.



That's not a 1-up! It may look inviting, but these notorious "anti-mushrooms" will finish you off if you sample them. They're sprinkled everywhere, so watch out!



Trust us—the Super Mario Bros. experience is not complete without the full mastery of these 32 stages, all of them taken from the Japanese version of the game.

YOU VS. BOO

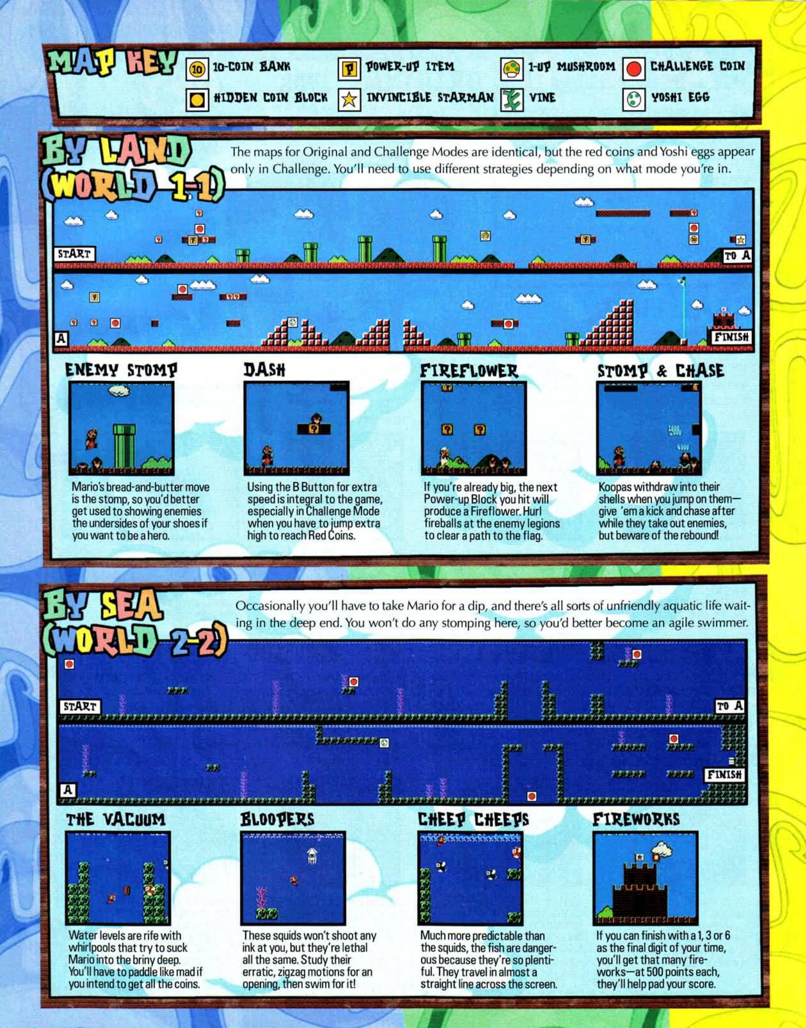
If you don't have a companion to race against, why not try your hand versus your old spectral enemy, Boo? The ghost never slows, so it's up to you to find the quickest route through eight race levels. If you beat him, Boo will be saved as your new time ghost, meaning he'll be that much faster next time!



Boo doesn't mess around—it will take a lot of precision jumping and anticipation to beat him to the flag. If you keep the B Button down, you may have a slim chance.



Every time you manage to eke out a victory, Boo will become your own personal level ghost. This way, you can keep racing him indefinitely to improve your times.



BY LAND (WORLD 1-1)

The maps for Original and Challenge Modes are identical, but the red coins and Yoshi eggs appear only in Challenge. You'll need to use different strategies depending on what mode you're in.

ENEMY STOMP

Mario's bread-and-butter move is the stomp, so you'd better get used to showing enemies the undersides of your shoes if you want to be a hero.

DASH

Using the B Button for extra speed is integral to the game, especially in Challenge Mode when you have to jump extra high to reach Red Coins.

FIREFLOWER

If you're already big, the next Power-up Block you hit will produce a Fireflower. Hurl fireballs at the enemy legions to clear a path to the flag.

STOMP & CHASE

Koopas withdraw into their shells when you jump on them—give 'em a kick and chase after while they take out enemies, but beware of the rebound!

BY SEA (WORLD 2-2)

Occasionally you'll have to take Mario for a dip, and there's all sorts of unfriendly aquatic life waiting in the deep end. You won't do any stomping here, so you'd better become an agile swimmer.

THE VACUUM

Water levels are rife with whirlpools that try to suck Mario into the briny deep. You'll have to paddle like mad if you intend to get all the coins.

BLOOPERS

These squids won't shoot any ink at you, but they're lethal all the same. Study their erratic, zigzag motions for an opening, then swim for it!

CHEEP CHEEPS

Much more predictable than the squids, the fish are dangerous because they're so plentiful. They travel in almost a straight line across the screen.

FIREWORKS

If you can finish with a 1, 3 or 6 as the final digit of your time, you'll get that many fireworks—at 500 points each, they'll help pad your score.

UNDERGROUND (WORLD 4-2)

The pipes are stopped up? Remember, Mario is a certified plumber. Descend and clear the blockage—in this case, a whole menagerie of Goombas, Koopas and Piranha Plants.

START

TO A

A

FINISH

HIDDEN COIN BANK

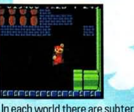
Coin Banks are everywhere, but in dungeon levels they're hidden better than usual. Often you'll find them a couple layers into a brick ceiling.

ENEMY STOP



Piranha Plants won't emerge if you're standing next to or on top of their pipes. This handy trick also works in later levels with mini-cannons.

DOWN THE TUBE



In each world there are subterranean pipes containing coins and Power-ups, so it's worth your while to give every tube the old plumber college try.

WARP ZONE



The quickest way to finish the game is by using the Warp Zones found in 1-2 and 4-2. In this case, the vine will lead you to the shortcuts.

THE CASTLE (WORLD 3-4)

The fourth stage of every world pits you against your archnemesis, Bowser. To reach him, you'll have to avoid flaming wands, lava pools, and the fiery breath of the king himself.

START

TO A

A

FINISH

BOUNCING MAGMA

You need to tread carefully around the lava pools anyway, but take special care when these hot blobs are around. One touch and you'll be cooked.

FIRE WANDS

Regular as clockwork, these burning arms turn the dank hallways into a maze of slowly spinning fire. Step lively—speed may be your only chance.

TAKE OUT BOWSER

Bowser's spiked back keeps you from using your patented stomp maneuver, so you'll have to find another way to rescue the Princess. If you've got fireballs he'll be easy as pie, but if you're defenseless you're going to have to use some fancy footwork to outwit the hotheaded villain.

In the early levels, run underneath or get a running jump to reach the platform above Bowser. Once on the other side, grab the axe and cackle as he plummets into the lava.

As the game progresses, Bowser will start throwing hammers at you. Wait for a break in order to step inside the hammers' arcs, then scamper under the king to save the Princess.



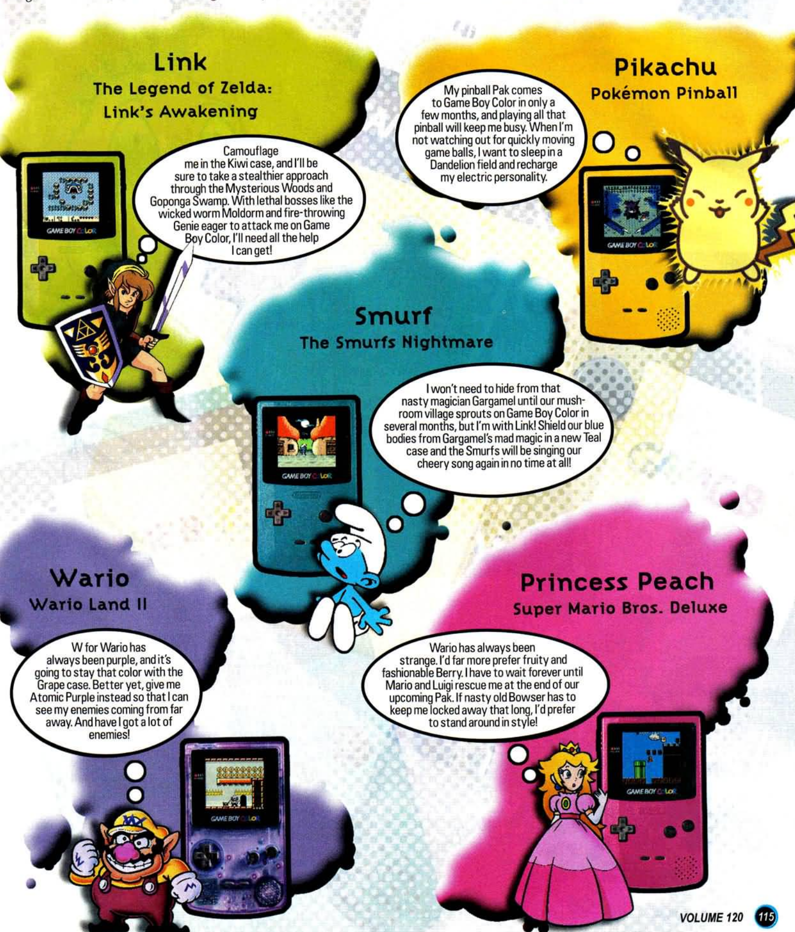
After dipping chips in 32,000 new hues last year, now Game Boy Color double-dips with colorful new game cases. This month we take the "Wet Paint!" sign off four fresh looks: Berry, Kiwi, Teal, and Dandelion!

GAME BOY® COLOR IN FOUR NEW COLORS

Lots of new Paks come soaked in Game Boy Color this month. Two show off new features for the first time—the Rumble Pak debuts on Top Gear Pocket, and infrared data transfer brings head-to-head player trading to NHL Blades of Steel. Those and more titles we're introducing this month are just the start of the color invasion. But first, before we talk about what's coming, let's hear from some Game Boy heroes who have strong opinions about the color cases.

NEW COLORS FROM THE INSIDE OUT

Just when they've gotten used to Game Boy Color, five of Nintendo's handheld heroes have a lot to say about the new color cases. Link's leaping for joy over Kiwi, Pikachu's daffy for Dandelion, the Smurfs are smiling about Teal and the Princess is big on Berry, while Wario won't give up Atomic Purple. Make your own matches after adding the Pak lineup on the following pages to games you'd pair with the new color cases, then enter our Color Match Contest on Page 121. You could win both and be the first on your block to double-dip with Game Boy Color.

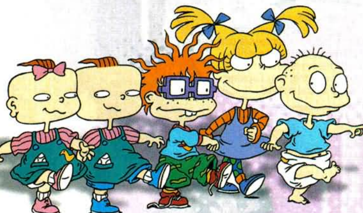


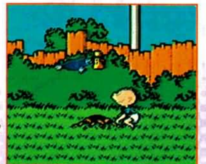
THE RUGRATS MOVIE™

© 1999 Viacom International Inc.

Hot on the heels of THQ's The Rugrats Movie game in late 1998 comes this whimsical new version, which adds a Reptar Road Trip race, lots of bonus levels and a fresh look that paints Tommy's imaginative world in full Game Boy Color. Steer the babies clear of menacing monkeys, crashing boulders and other obstacles on a quest to find the new baby on the block.

Tommy starts his journey in his parents' basement, which is bigger, darker and scarier in Rugrat reality. The little Pickles must make grown-up jumps over fast rats and creepy crawlers to grab enough high prizes to unlock the next level.





It's great to escape the basement into the sunny blue beyond, but the backyard has its own dangers. Rugrats and backyard critters don't always get along, and Tommy must snag lots of toys suspended above furball-firing molehills.



Where's the Pickles' faithful dog Spike when a Rugrat needs him? Tommy still has to search high and low for enough candy, blocks and toys to unlock later levels, like the Train Crash, Hospital, Reptar River and the Ancient Ruin.



© 1998 Interplay Productions.



While Crave crams the famed Las Vegas casino into the N64, Interplay packs the palace into the Game Boy Color, with bouncers who keep low spenders out until they're ready for bigger game. Slots and Keno make this one a beginner's pleasure, but a dozen-plus more games, like Video Poker, Roulette and Blackjack, may earn Caesars Palace II the thumbs-up from serious risk-takers.



The cashier at Caesars Palace is no loan-shark, but she's more than willing to lend you two grand to start and more later to keep your gambling binge going. While no thugs will come and break anyone's arms or legs, those who owe should plan on repaying the dough.



Spin the roulette wheel to turn onto the superhighway of high-stakes betting. Let the chips fall where they may or strategically place your wagers, but then stand back and watch your fate spin by in red and black. With any luck, you'll be on the fast track to success.



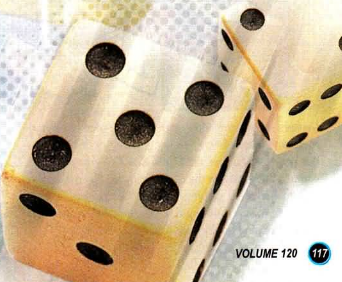
Gambling odds can be odd, unless you have a computer brain. But for those who just like the fun and thrill of a good wager, there's a coaching hint screen that helps bettors take risks that aren't too out there. Long shots get rich quicker, but smart shots go the distance.



The bouncer stands by until you're ready for bigger action, but there's plenty of slot machine variety like King's Ransom, Classic Bars, Fourth of July and more to keep grizzled coin-pluggers coming back to the one-armed bandits.



You've got to know how to hold 'em and know when to fold 'em. But you won't need to know when to run, because Video Poker has four games to keep it addictive: Deuces Wild, Jokers Wild, Tens or Better and Jacks or Better. Blackjack? Different table.







Get ready to rumble on the grasslands track, one of three winding courses that give this twisting, turning, wheel-burning Pak the landscape variety to go the distance.

Kemco crosses first into handheld Rumble Pak territory with Top Gear Pocket. Strap into your fave racer for a solo game or compete via Game Link Cable, but be prepared for a new jolt when you take the sharp jungle turn or get lift off a desert road. All players feel the rumble roadburn, whether choosing automatic transmission for easy riding or manual for a bigger challenge.



Tracks take tricky courses, but turn-alert assists pop up in the window. Racers need to place high in the desert, jungle and grasslands to unlock harder challenges and hidden cars.





Masters of Game Boy espionage remember Mad Magazine inspired Spy vs. Spy: Operation Booby Trap. But now Kemco fires up Game Boy Color to return to where it all started, as the original Spy vs. Spy makes the leap to handheld gaming. One or two players race to complete missions through 32 stages of door slamming, bomb dropping booby traps and comic sabotage.

Spies search furniture, rig doors for deadly entry and booby-trap umbrella stands in a split-screen race to electrocute and entertain each other, never losing sight of the countdown.



Four missions with increasing challenge and varied room layouts, enhanced with three difficulty settings and random item placement, give this even more play than the original.



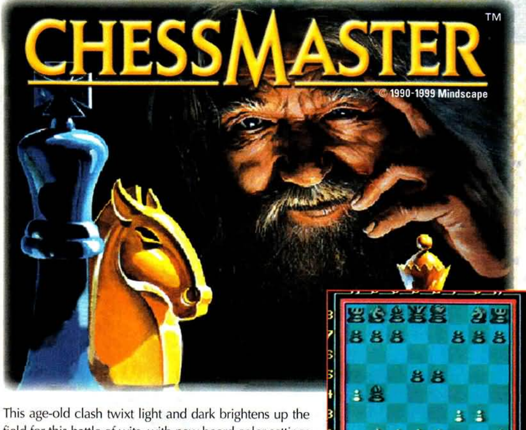
Mindscape relights the torches of Prince of Persia, which seperated the hero from his imprisoned princess on Game Boy with 12 treacherous levels. Game Boy Color adds a 13th level, plus colors that paint even the evil Grand Vizier green with jealousy, at least for the hour you have to free the Sultan's daughter from a fate worse than death.



Sixty minutes, along with locked gates, violent falls and nasty trap doors stand between you and success. To relieve the stress along the way, glug back a potent pint of health potion.



The guards serve the Grand Vizier's wicked will, and you'll soon be a shish kebab unless you find a sword and learn the fine art of blocking, thrusting and protecting your life meter.



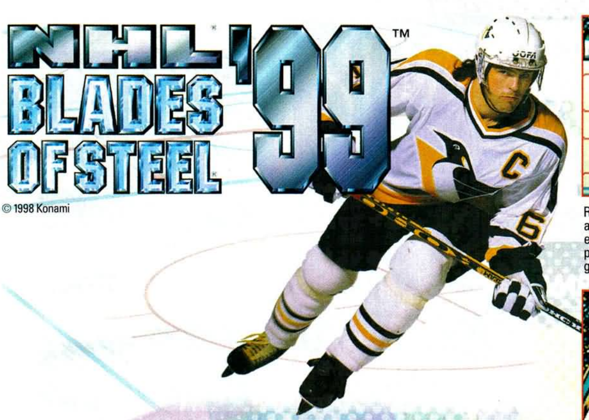
This age-old clash twixt light and dark brightens up the field for this battle of wits, with new board color settings along with more variety for chesspiece color and shape. You can match mental swords with a friend or the computer, now with enhanced brain matter on the Game Boy Color computer. Save and load capability makes long, cruel cat-and-mouse games possible.

It looks calm on the battlefield, but there's Deep Thinking going on. Players can switch on an advanced mode that lets the computer number crunch its strategy non-stop for truly killer moves.





Chessmaster provides the blow-by-blow, including move hints at every new turn. Lots of game settings should keep this Pak challenging no matter how experienced the player.



© 1998 Konami

Blades of Steel soon drops puck on N64, but Konami cuts new ice now on Game Boy Color by using the handheld's infrared port to make player trading easy without a Game Link Cable. Face off against a friend or computer in exhibition matches or full seasons, planning your attack with stats from players from 27 NHL teams. Watch out for sucker punches on this road to the Stanley Cup.

Ready for fast and furious play? Swap around your offensive point person, bludgeon past body checks and swat the puck past the swarming ice tide for a hope of getting down to the net.



Goalies can serve up some chilling turnarounds by blocking pucks and smacking them back on the ice. When tempers get hot, overhead play goes into side view for one-on-one fist-flying action.





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All illustrations © 1936 Parker Brothers.

Boardwalk is the roughest hue of blue when it's your Monopoly opponent's property and you can't fork over the cash for the rent. Any other blue won't do for cutthroat competition, and Majesco's version of the boardgame classic goes all the way around the Big City with the original game's colors and fun cutscenes as up to four schemers try to bankrupt each other.



Dice rattle out over the Monopoly board, and the familiar wheelbarrow, terrier and top hat are available for play. Only pop stains and pretzel crumbs could make this look more real.





Boardwalk's big bucks, but Kentucky's a catch, too. Buy it all! When cash runs low, properties go up for auction. Grab 'em fast, and soon other players will be going, going, gone.



OFFICIAL CONTEST RULES

No purchase necessary. Only U.S./Canadian residents (excluding Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, print your name, address, telephone number and your choice of Game Boy Color and Game Boy Color Game Pak on a plain 3.5" x 5" card, and mail the entry to this address: NINTENDO POWER, COLOR MATCH CONTEST, P.O. BOX 97085, REDMOND, WA 98073-9785.

One entry per household. Entries must be received by June 15, 1999. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about June 30,1999, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. NOA will attempt to notify winners by mail by July 15, 1999. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 6/30/99) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: Twenty-five (25) entrants will win Game Boy Color in the color of their choice and a Game Boy Color Game Pak of their choice from among a list to be provided by NOA. Actual Game Paks are subject to availability. Approximate value of prize packages is $110 each. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA and its affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All sweepstakes materials are Copyright 1999 by NOA. All rights reserved.

ARENA

Are you game?

THE CHALLENGES

THE BARE NESS-ECITY

Successfully battle through the one-player ladder on the Normal setting or above using three lives and no continues to unlock the hidden character, Ness, from Earthbound. Once you've made contact, photograph him to win Power Stamps.

CHALLENGERS WANTED

Hop into a New Beetle, then take your VW through any of EA's tracks. Snap a picture of your best time for Coventry Cove, Mount Mayhem, Inferno Isle, Metro Madness and/or Wicked Woods, then send it in for recognition.

BACK TO THE FUTURE

This May marks the game and theatrical debuts of the first chapter in the *Star Wars* saga. To join in the hype, send us your Super NES high score for Super Return of the Jedi, the action game from five years ago (and five chapters later).

#1



SUPER SMASH BROS.

#2



BEETLE ADVENTURE RACING

#3

SUPER RETURN OF THE JEDI

NP SCOREBOARD

BANJO-KAZOOIE

Best Times for Clanker's Cavern (Vol. 111)

Collin Lui, Toronto, ON	13:27
Michael Bulmer, Roswell, GA	15:12
Steve Will, Bothell, WA	15:47
Adam Durkee, Digby, NS	16:48
Alex Brisson, Embrun, ON	16:53
Kyle Gunning, Dunedin, FL	16:54
Timothy Hartonian, Lakeside, MT	17:45
Eric Hansen, Mukilteo, WA	17:51
Anthony Marsiglia, Torrance, CA	17:53
Steven Kent, Eagle, ID	18:15
Philip Aiken, Bedford, MA	18:25
Dennis Williams, Kalamazoo, MI	18:33
Matthew Williams	18:40
Stanley Gawlik, Wallington, NJ	18:50
William Reznak, Cary, NC	19:01
Sean Mann, Fairfield, CA	19:02
Fred Rodriguez, Mentone, CA	19:09

1080° SNOWBOARDING

Best Times for Crystal Lake (Vol. 108)

Ryan Frost, Placentia, CA	1:03.03
Justin Myslajek, Grand Rapids, MI	1:03.16
Syama Mattson, Hillsborough, NC	1:03.19
Nathan Gray, Thomson, IL	1:03.22
Zachary Giallinger, Toronto, ON	1:03.32
Steven Poncel, Flushing, NY	1:03.32
Kan Zhu, Tempe, AZ	1:03.36
Arthur Aquino, Jersey City, NJ	1:03.39
Chris Frame, Martinsburg, WV	1:03.39
Jared Lint, Abbotsford, BC	1:03.42
Andrew Bismark, Minden City, MI	1:03.45
Brian Washington, Kirkland, WA	1:03.45
Benjamin Egan, Madison, WI	1:03.49
Ryan Tabar, Winnipeg, MB	1:03.52
Matthew Fong, Pickering, ON	1:03.56
Graham Ogilvie, Brooklyn, NY	1:03.59
Sean O'Loughlin, Sarasota, FL	1:03.62

SHADOW PLAY

Star Wars: Episode 1: Racer features a gallery of goons of all shapes and sizes. See if you can identify the phantom menace who's casting this shadow of the Empire.

TRY THIS!

BEETLE ADVENTURE RACING TEST DRIVE

Beetle Adventure Racing from Electronic Arts boasts tracks filled with detours, side roads and other distractions off the beaten path. Normally, you'd tear through them at breakneck speeds, leaving yourself little time to take in the sights. Or maybe the scenery isn't a blur to you. Take this test drive to find out.

1. On which course can you find the Union Jack flag?
2. Which course leads you to the city of Excentra?
3. What in Coventry Cove resembles Charlie Brown's yellow-and-black shirt?
4. Which course features a windmill?
5. What is the only thing that will explode when you crash into it in One-Player Mode?
6. What brand of gas is sold in Metro Madness?
7. What movie is showing in Metro Madness?
8. Which course is home to the Old Bookshop and the Paradigm Butcher Shop?
9. What is the backward sign in Wicked Woods supposed to say?
10. How many snowmen are on Mount Mayhem?

QUIZ

MAY I BUY A VOWEL?

By now, the many characters populating The Legend of Zelda: Ocarina of Time have become familiar to most adventurers. But how recognizable are their names if you swipe the vowels from their monikers? Plug in an A, E, I, O or U or two into the following Zelda names to complete them and make them considerably more pronounceable.

1. SR
2. MD
3. PRR
4. MP
5. NG
6. FRR
7. PN
8. RR
9. NV
10. NBR

In Banjo-Kazooie, can you answer all of Gruntilda's questions in her quiz without using any Joker Cards?—A Twisted Challenge from Chris Kowalski of Allentown, PA

In PilotWings 64, can you land on a target in a skydiving level and earn a perfect score without using a parachute?—A Twisted Challenge from Anthony Colangelo of Wall, NJ

1080° SNOWBOARDING

Best Scores for Dragon Cave (Vol. 110)

Benny Bernard, Monroe, GA	174,591
Jason Palmer, Flagstaff, AZ	136,748
Jason Bevans, Carston, AB	124,998
Nick Hanschke, Stiltsville, ON	117,734
Matt Lopez, Northridge, CA	112,229
Ian Achey, Carbondale, CO	67,966
James Allen, Wildomar, CA	65,966
Billy Brummett, Magnolia, AR	63,131

Best Scores for Crystal Peak (Vol. 110)

Matt Lopez, Northridge, CA	104,911
Billy Brummett, Magnolia, AR	53,850
Ryan Tabar, Winnipeg, MB	48,901
James Allen, Wildomar, CA	45,331
Blake Lavallee, Winnipeg, MB	41,521
Adam Schumacher, Scandia, MN	37,523
Jim DeSantis Jr., Edwardsville, IL	37,058
Brendan Miller, Calgary, AB	29,288
Doug Trouette, Visalia, CA	28,059
Michael Yau, Pittsfield, MA	24,667
David Benefield, Colleyville, TX	16,898
Danny Butler, La Mesa, CA	16,690

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.nintendo.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super NES in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than June 10, 1999.

E-mail us with challenges and suggestions at:
arena@nintendo.com
OR send entries to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO VOLUME 119

WHAT'S WRONG HERE?
Adult Link can neither enter the Deku Tree, nor carry a slingshot or Fairy Ocarina.

SPELLBOUND
1. Gerudo Fortress
2. Kokiri Sword
3. Lon Lon Ranch
4. Dodongo's Cavern
5. Farore's Wind
6. Goron Mask
7. Dampé's Grave
8. Armos Statue

Your Power Guide To The Latest Releases May 1999

NOW PLAYING

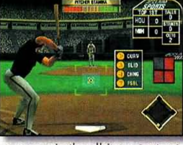
Nintendo 64 · Game Boy Color · Super NES

ALL-STAR BASEBALL 2000



- Acclaim/128 Megabits
- 1 to 4 players simultaneously
- MLB and MLBPA licenses
- Controller, Rumble and Expansion Pak compatible

EVERYONE



SCORES
AH-8.5
H-7.2
SP-8.0
S-8.0
T-8.5

All-Star returns for its sophomore season.

GRAPHICS Iguana Entertainment outdid itself with the graphics on All-Star 2000. The models of players and stadiums both look terrific. Some of the animation is choppy, though, and the camera work can be awkward.

PLAY CONTROL Batting becomes a real challenge in All-Star 2000. The basic system of lining up the hit zone cursor with the ball cursor takes lightning-quick reflexes, and the engine is not at all forgiving. Pitching is also limited, although you can have arcade-like ball control by holding the R or Z Button and using the Control Stick during the pitch. The fielding zones are poorly designed.

GAME DESIGN All-Star 2000 has everything you'd want in a baseball sim except an easy play control option.

SATISFACTION This year's All-Star doesn't measure up in the all-important categories of fun and playability. Casual players may find some of the controls mystifying while veteran players will find it more appealing.

SOUND The repetitious play calling is back, making the announcer option as painful as nails on a blackboard.

COMMENTS Scott–*It looks great, but intuitive play control was sacrificed for hard core simulation elements.* Henry–*The pitch and hit aiming system add depth, but the choppy movement of the fielding camera makes fielding way too hard.*



8.0 OVERALL RATING

GRAPHICS=9.2 PLAY CONTROL=7.4 GAME DESIGN=8.0 SATISFACTION=7.8 SOUND=7.4

SUPER SMASH BROS.

- Nintendo/128 Megabits
- 1 to 4 players simultaneously
- Built-in Memory Save
- Rumble Pak compatible
- 8 main characters





SCORES
AH-8.7
A-6.5
L-9.0
SP-7.2
T-6.9

The first four-player melee for the N64.

GRAPHICS Everyone loves the characters who appear in Super Smash Bros., but it's the special effects that steal the show when it comes to graphics. The items, attacks, and zooming effects make this a lively game.

PLAY CONTROL The play control is responsive and simple. Even the greenest newbie will pick up on the basics in no time. Some of the platform action in the one-player bonus rounds can be more of a challenge.



GAME DESIGN Super Smash Bros. is first and foremost a party game. When two to four players mix it up in the crazy fights, anything can happen. As a one-player game, there is the variety of playing with all eight main characters and four hidden characters. The platform stages require more skill to complete than the fighting stages.

SATISFACTION Fighting fans may scoff at the simplicity, but almost everyone else will have a great time, particularly if they play in a group.

SOUND The sound effects are as varied as the graphics effects and add both fun and intensity to the game. The music gets old fast.

COMMENTS **Levi**–*SSB excels as a multiplayer game, offering endless rematches and shouting matches.* **Armond**–*For a "no brain" brawling game the design is fairly innovative.* **Jason**–*It beats other fighting games with a one-two punch of powerhouse personality.*

GRAPHICS=7.8 PLAY CONTROL=8.2 GAME DESIGN=7.7 SATISFACTION=7.3 SOUND=7.7

7.7 OVERALL RATING

BUST-A-MOVE '99

- Acclaim/64 Megabits
- 1 to 4 players simultaneously
- Controller and Rumble Pak compatible
- Puzzle Edit Mode





SCORES
A-6.2
J-8.5
SP-7.6
S-8.0
T-7.3

B.A.M. '99 is right on target for the N64.

GRAPHICS Like all Bust-A-Move games, B.A.M. '99 features colored marbles that you shoot at conglomerations of other colored marbles in order to make them fall. The marbles and shooter look fine, but some of the backgrounds, against which players must see the marbles, are so psychedelic that it's difficult to see the marbles. This is a poor way to add challenge to a game.

PLAY CONTROL Control is simply a matter of aiming the shooter using the Control Stick then firing the marble. The Edit Mode contains several other control options, but a help menu will show you how it's done.

GAME DESIGN The Four-player and Edit Modes add more depth to Taito's classic puzzle action game. Players will also find Arcade, Challenge, and Vs. Modes plus difficulty and handicap options.

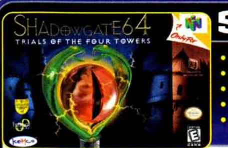
SATISFACTION Other than the poor choice of several backgrounds, B.A.M. '99 is a glowing member of the B.A.M. family.

SOUND The music is bouncy and bright.

COMMENTS **Scott**–*A nice mix of modes.* **Armond**–*The graphics need a serious face lift.* **Todd**–*Get your friends together for the four-player game.* **Levi**–*It's the best incarnation of B.A.M., but how many do we really need in the first place?*

GRAPHICS=7.5 PLAY CONTROL=7.7 GAME DESIGN=7.7 SATISFACTION=7.7 SOUND=7.0

7.6 OVERALL RATING






SHADOWGATE: TRIALS OF THE FOUR TOWERS

- Kemco/128 Megabits
- 1 player
- 113 locations
- Controller Pak compatible
- 100-plus items

EVERYONE E ESRB

SCORES: E-9.4 | J-7.4 | L-5.6 | SP-7.9

And a halfling shall save the day.

GRAPHICS Shadowy, medieval passages and chambers make up most of the environment in Shadowgate Castle. Kemco went for more of a storybook look than for ultra realism, but in this game it is fitting. The first-person perspective adds a new dimension in freedom.

PLAY CONTROL Head movement is controlled with the Control Stick while walking is controlled by the C Buttons—a system similar to that in Turok. Unlike Turok, players don't directly manipulate objects. Instead, menus in the form of dialogue boxes appear when players examine things. An inventory menu allows players to choose from all available items.

GAME DESIGN Shadowgate has always been about puzzle-solving and that's true in this N64 game, as well. The added freedom of movement is a great improvement.

SATISFACTION RPG and puzzle fans will love this game. The story is extensive and the puzzles are up to the standard of the old Shadowgate games.

SOUND The cries of prisoners in the dungeons could be a bit more bloodcurdling, but we're not complaining.

COMMENTS **Scott**–*Be prepared to read and scratch your head a lot, but it's all worth it.* **Andy**–*The graphics aren't stunning, but the play is engrossing.* **Levi**–*The puzzles felt unbalanced—they're either hair-pulling hard or a mouth agape "Duh."*

GRAPHICS=7.3 PLAY CONTROL=7.7 GAME DESIGN=7.7 SATISFACTION=7.7 SOUND=7.5

7.5 OVERALL RATING

AIRBOARDIN' USA

- AgeTec/64 Megabits
- 1 or 2 players simultaneously
- Rumble Pak compatible
- Records are saved to the Game Pak



SCORES: E-8.9 | J-7.3 | SP-6.2 | S-6.0 | T-7.0

AgeTec is back from the future.

GRAPHICS The boarders and parks look fairly sharp, but the game lacks some of the special effects that are common in the latest generation of N64 titles. The biggest drawback is that AirBoardin' gives the player very little sense of any difference in speeds.

PLAY CONTROL Stunt moves are the key to scoring points. The physics model isn't realistic, but the moves can be spectacular.

GAME DESIGN The goal is for players to score enough points to open up secondary rounds of competition. The parks are laid out with lots of rails, halfpipes and other features for pulling stunts, and players need to explore to find the best jumps. Secondary options include a Time Attack and Coin Challenge Modes.

SATISFACTION AgeTec, formerly ASCII, picked up this game from Human Entertainment in Japan. It has been substantially upgraded, but it still lacks the polish of 1080° Snowboarding.

SOUND The music completely fails to rock.

COMMENTS **Scott**–*If this were a real sport, it would be the coolest thing in the world. As it is, AirBoardin' isn't very convincing.* **Ed**–*The parks are huge, and you can do tricks anywhere on anything.* **Andy**–*The two-player Coin Challenge is orginal.* **Jason**–*For an extreme sport, this is extremely mild.*

GRAPHICS=7.0 PLAY CONTROL=6.9 GAME DESIGN=7.0 SATISFACTION=6.7 SOUND=6.6

6.9 OVERALL RATING



ALL STAR TENNIS '99

- Ubi Soft/96 Megabits
- 1 or 2 players simultaneously
- 8 player tournaments
- 5 languages

SCORES
AH-6.3
L-5.6
SP-7.1
S-7.2
T-8.2

Ubi Soft serves up the first tennis game for the N64.

GRAPHICS The animation looks realistic while overall crispness doesn't rival the high-res graphics found in many N64 sports games. The ball can be hard to see even when you change its color.

PLAY CONTROL Tennis is a sport of timing and shot placement, and those elements are important in All Star Tennis '99, as well. The A Button activates most strokes, but special shots and serves require a combination of buttons and the Control Stick, which is awkward.

GAME DESIGN Ubi steps onto the court with some of the top names in tennis, but others are conspicuously absent. The game includes Smash, World Tour and Bomb Tennis Modes. Players can also go head-to-head or play in round-robin tournaments.

SATISFACTION The feeling of playing tennis is fairly realistic, but All Star has a few discrepancies. In the World Tour, male and female players compete against each other for one championship. The Bomb Tennis Mode is more of a gimmick than a serious gaming mode.

SOUND The crowd noise, ball noise and calls from the umpire and line judges are very good.

COMMENTS **Scott**–*I'm glad there's finally a tennis game for the N64, but I'd like to see more tennis pros, better camera options and a better tournament structure.* **Sonja**–*The play control isn't great, particularly when your player is on the far court.*

GRAPHICS=7.2 PLAY CONTROL=7.0 GAME DESIGN=6.8 SATISFACTION=6.6 SOUND=7.2

6.9 OVERALL RATING

SUPER MARIO BROS.

- Nintendo/8 Megabits
- 1 or 2 players alternating
- 8 worlds
- Extra new modes

SCORES
A-8.1
J-9.0
L-8.9
S-7.0
T-9.2

One of the greatest games of all time debuts on Game Boy Color.

GRAPHICS The Game Boy Color graphics are very close to those of the NES game, but there are some differences. The Game Boy Color screen is more square than rectangular TV screens, so you can't see quite as far in front of Mario. The colors appear slightly darker or richer on Game Boy Color.

PLAY CONTROL Certainly the Game Boy feels different from the old NES Controller, but Mario's many moves still feel like they did in the original game.

GAME DESIGN In addition to the original Miyamoto classic, this version includes variations on the world themes that add to the variety. Even so, it is the original game that will be of most interest to players.

SATISFACTION Back in 1985 when Super Mario Bros. was released on the new Nintendo Entertainment System, gamers fell in love with the game's depth, action and playful secrets. None of that has changed, and now you can take it wherever you go.

SOUND The original score doesn't sound as good on Game Boy as it did on your television, but it's not bad compared to other Game Boy titles.

COMMENTS **Jason**–*It's upgrades like this that make Game Boy Color so great.* **Todd**–*It plays just the same as the NES version.* **Andy**–*This is much more than the original—the new challenges for each level are great.*

GRAPHICS=8.3 PLAY CONTROL=8.5 GAME DESIGN=8.5 SATISFACTION=8.3 SOUND=7.5

8.3 OVERALL RATING

CHESSMASTER

GAME BOY COLOR

- Mindscape/8 Megabits
- 1 or 2 players alternating
- Game Link compatible
- Battery-backed memory



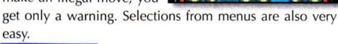


SCORES
AH-7.0
D-6.6
SP-6.8
S-7.0
T-6.2

A classic computer chess game returns to Game Boy in color.

GRAPHICS The use of Game Boy Color's palettes makes the chessboard and pieces very clear and easy to identify. Although there are no extra sets of pieces, the basic set looks good.

PLAY CONTROL Play control is very intuitive, but you have to know the basics of how chess pieces can move. If you make an illegal move, you get only a warning. Selections from menus are also very easy.



GAME DESIGN Chessmaster plays chess for one or two players and nothing else, but what else should a chess game do? The menus and options are well thought out, and the chess AI is first-rate.

SATISFACTION This is simply chess. Don't expect a lot of bells and whistles, but the Help Move function is excellent, and the other options give players the ability to learn the intricacies of chess.

SOUND Thankfully the game doesn't have much in the way of annoying sound effects or background music. Surprisingly, there is some use of voice.

COMMENTS **Scott**–*This is definitely a must-have for chess players, unless they have the original.* **Sonja**–*It's very challenging, which I really like. Sometimes a chess game's AI is set too low, but not this ones.* **Todd**–*The hints where to move are a nice touch.*

GRAPHICS=6.3 PLAY CONTROL=6.5 GAME DESIGN=7.0 SATISFACTION=6.8 SOUND=6.3

6.6 OVERALL RATING



SPY VS. SPY

GAME BOY COLOR

- Kemco/8 Megabits
- 1 to 2 players simultaneously
- Game Link compatible
- Passwords
- 4 mission worlds

EVERYONE E ESRB



SCORES
AH-5.7
J-8.4
SP-6.3
S-5.9
T-5.5

The spies from Mad magazine go undercover on Game Boy Color.

GRAPHICS The Game Boy Color graphics are fun and colorful, although the mission areas look very similar to one another. Some of the items are difficult to identifybecause they're so small. The characters capture the flavor of the Mad spies.

PLAY CONTROL A Training Mode does a good job of introducing the moves and goals of the game. Once you enter a mission, expect a fast and furious time of it, though. You'll have to complete your training on the job.

GAME DESIGN Spy Vs. Spy combines exploration with some strategy and a sense of urgency, since you're always competing against the opposing spy. It would have been nice to see more variety in the levels.

SATISFACTION Kemco makes good use of the Mad license, particularly with elements such as the booby traps. The game is fast-paced and works well as a two-player game. Although challenging, it may not hold your interest for long because of the repetitious nature of the many levels.

SOUND From the snickerings of the spies to the funky music, Spy Vs. Spy does a great job.

COMMENTS **Scott**–*The CPU spies seem too fast, and the map option takes too much time to be useful.* **Andy**–*This game will challenge experts, but it isn't very fun. It stresses me out, though.*

GRAPHICS=6.8 PLAY CONTROL=6.6 GAME DESIGN=6.2 SATISFACTION=6.2 SOUND=5.8

6.4 OVERALL RATING

ALSO PLAYING THIS MONTH

MONOPOLY

- Majesco/8 Megabits
- 1 to 4 players alternating
- 8 preloaded games
- Time limits





The classic real estate game from Parker Bros. is ready for the road now that it is available on Game Boy Color. The graphics are very clear and the game plays just like the original. Preloaded games present scenario challenges like beginning with low cash reserves.

RATING SCORES
GRAPHICS=6.7
PLAY CONTROL=7.0
GAME DESIGN=7.7
SATISFACTION=7.3
SOUND=5.8



7.1 OVERALL

RUGRATS MOVIE

- THQ/8 Megabits
- 1 player
- Passwords
- 3 levels of difficulty



The Rugrats Movie game from last fall has received an excellent color upgrade for Game Boy Color, although the game is very similar to the original. The side-scrolling action takes you through the house and yard looking for hidden items.

RATING SCORES
GRAPHICS=7.4
PLAY CONTROL=6.8
GAME DESIGN=6.6
SATISFACTION=6.6
SOUND=7.0



6.8 OVERALL

PRINCE OF PERSIA

- Mindscape/8 Megabits
- 1 player
- 5 language options



The look of the original NES Prince has been recreated in this Game Boy Color update. The traps are deadly and the stakes are high, but the play control is unforgiving on this version just as it has been on all previous versions. There's enough challenge for 1001 nights.

RATING SCORES
GRAPHICS=7.0
PLAY CONTROL=6.0
GAME DESIGN=6.7
SATISFACTION=6.7
SOUND=6.7



6.6 OVERALL

NHL BLADES OF STEEL

- Konami/8 Megabits
- 1 or 2 players simultaneously
- Battery-backed memory
- NHL and NHLPA licenses

Blades for Game Boy Color includes Exhibition, Season, Random Season and Playoff Modes. The graphics are sharp and the play is very fast. Moves are limited, but fighting is included. The game doesn't translate as a sim to GBC, but it's a nice diversion.

RATING SCORES
GRAPHICS=6.0
PLAY CONTROL=5.7
GAME DESIGN=6.3
SATISFACTION=5.8
SOUND=5.5



5.9 OVERALL

TOP GEAR POCKET

- Kemco/8 Megabits
- 1 to 2 players simultaneously
- Game Boy Rumble Pak
- Passwords





Kemco's Top Gear series of racers moves to Game Boy Color and introduces the Game Boy Rumble Pak cartridge to North America. The game includes Championship, Time Trial and a 2-player Game Link Vs. Mode. It has a similar look to the original NES game.

RATING SCORES
GRAPHICS=5.3
PLAY CONTROL=5.5
GAME DESIGN=5.3
SATISFACTION=4.8
SOUND=4.8



5.1 OVERALL

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

- ANDY(AH)-Action, Adventures, Puzzles
- ARMOND-Fighting, RPGs, Adventures
- DAN-Action, Adventures, Sports
- ED-Sports, Puzzles, Action
- HENRY-Fighting, Action, Sports
- JASON-Adventures, Action, Puzzles
- LEVI-Action, Adventure, RPG
- SCOTT(SP)-Sports, Simulations, Adventures
- SONJA-Puzzles, RPGs, Fighting
- TODD-Sports, Action, Adventures

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We feel that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

- GAME DESIGN: 25%
- GRAPHICS: 20%
- SATISFACTION: 25%
- PLAY CONTROL: 20%
- SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

NR Games that were released prior to the commencement of the ratings system are designated NR.

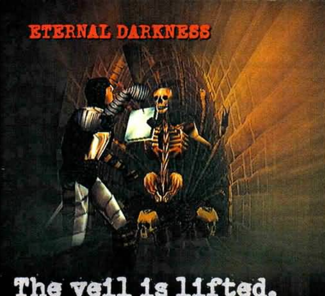
- E: All Ages
- EC: Early Childhood



- T: Teen (13+)
- M: Mature (17+)



- AO: Adult (18+)



The veil is lifted.

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

ROAD RASH



Battling bikers storm the N64.

RAT ATTACK



Fun with vermin.

MONOPOLY



Hasbro has Moneybags.

GAME DEVELOPERS CONFERENCE



Do you know the game in San Jose?

THRILLS AND CHILLS WITH CINEMATIC 3-D ACTION ON THE N64

Several years ago, game developers and publishers were all abuzz with the idea of mixing cinematic techniques with video games. This was back when CD-ROM games were a novelty, and developers thought it would be cool to include digitized animations to help develop stories and plots. That vision never panned out since the digitized footage wasn't interactive, and interactivity is what video games are all about. But now, with the powerful, 3-D image processing available in the N64, a new generation of action games with cinematic qualities will be reaching gamers in the near future. Two of those games are sure to be hits—Resident Evil 2 from Capcom and Eternal Darkness from Nintendo. (For more on RE2, turn to this month's exclusive first look in Nintendo Power's Guide to E3.)

With Eternal Darkness the goal is to create a dramatic mood that doesn't limit the interactivity or depth of the game. The hope is to provide an even more intense experience than that of RE2. Pak Watch previewed a very early version of the game from the Canadian development company, Silicon Knights. After working on the game for just six months, the Eternal Darkness team had succeeded in creating a haunting atmosphere complete with flickering lights and evil beings lurking in the shadows. Some of the cinematic feeling is achieved through the use of dramatic, fixed camera angles as in RE2. But that's just the beginning. The developers studied cinematic masters of suspense, including Alfred Hitchcock, while scripting out events in the game. They learned that the anticipation of an event is what drives the fright factor. If monsters leap out of every door, there's no surprise, but if you truly never know where and when an enemy will appear, you'll anticipate the event with every step.

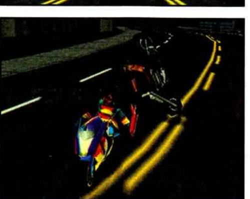
The action in Eternal Darkness will take gamers back in time to visit various ages where the hero must foil the plots of evil beings. In addition to the life-and-death action, players will interact with many characters and slowly learn of a deep, underlying story. As we learned with The Legend of Zelda: Ocarina of Time, the use of 3-D characters in animated sequences can add untold richness to a game. With RE2 this fall, and Eternal Darkness coming early next year, that legacy will make us rich beyond our wildest nightmares.

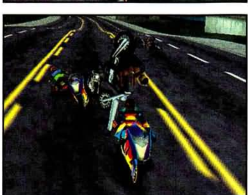


BIKER GANGS OWN ROAD–RASH BREAKS OUT ON N64

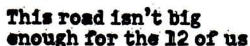






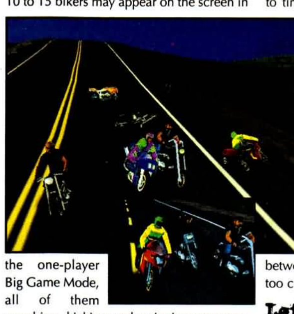


Road Rash may be a classic game with a long track record, but it could just be the wave of the future, as well. By combining the concentration of a racing game with the intensity of a fighting game, Road Rash marries two of the most popular categories of video games into one incredibly fun package. Pak Watch recently visited Pacific Power & Light, a developer in San Jose where both Road Rash and Nuclear Strike are in development, to test-drive the bad boy of the road.



This road isn't big enough for the 12 of us

The two rival biker clubs engage in their rolling rumble along one giant track that's broken into point-to-point segments for racing purposes. Those 38 segments pass through a hilly countryside, some cities and even an airport, with virtually no fog or pop up. Amazingly, you can see to the horizon in this vast 100-square-mile, 3-D world, but the frame rate remains revved even with four windows open in the multiplayer Thrash Mode. At any given time, 10 to 15 bikers may appear on the screen in the one-player Big Game Mode, all of them punching, kicking and swinging weapons. And since the world is wide open, you can break away from the pack and head cross-country in many areas, looking for hidden items and shortcuts.



Sleazy rider

The biker gangs are composed of 25 characters and 24 motorcycle models including the cops who roar onto the scene from time to time. All of the models look good, but some of the bikes and bikers are particularly mean. Their AI also reflects variations in character and temperament. As you progress in the Big Game through five levels, the bikers become tougher and more likely to whale on you, and the roads get more difficult, too. And when the going gets this tough, the tough get heavily armed. Road Rash features 10 weapons in all, including some new ones like the Pool Cue, which is perfect for poking between spokes to flip a bike that gets too close.

Let the big hog feed

When Pacific Power & Light looked at the N64 as they began to plan their version of Road Rash, they knew that they wanted to make use of the system's many features, not just port a previous RR game. They started from scratch and focused on the arcade elements that had made the original Road Rash such a huge hit. They also went upscale by adding a high-res mode supported by the Expansion Pak, multiple, selectable camera angles, and a wide-screen, letterbox format that is both strategic and beautiful. Road Rash also will support the Controller Pak for saving progress in the Big Game Mode and the Rumble Pak for feeling the road beneath your wheels and the blow from that iron pipe on your head. And the four-player mode could be one of the best ever.

One for the road

So what does it take to combine all this into a single N64 game? It takes a 256-megabit Game Pak for one thing, equal in size to The Legend of Zelda: Ocarina of Time. It also takes a talented development crew and the support of a publisher with the vision to let the gamers go wild. Pak Watch is happy to report that the team at Pacific Power & Light and THQ is stoked, and that can only mean that Road Rash will thrash when it's released this September.

Born to be riled on the N64...

Pak Works

Behind the scenes at the GDC.

1999 GAME DEVELOPERS CONFERENCE

Pak Watch Visited the Annual Gathering of game developers in San Jose in mid-March to hear the keynote speech by Nintendo's Shigeru Miyamoto—the most prolific and talented video game creator of all time. With two standing ovations, Mr. Miyamoto clearly had an appreciative audience filling the two levels of the San Jose Civic Auditorium. Mr. Miyamoto's remarks explored the process of making games, from the development of the first video games to his current projects for the N64. Two large projection screens displayed scenes of games past and future to illustrate the points in his speech. The following summary and excerpts from the speech touch on each of the major subjects Mr. Miyamoto discussed. For a complete transcript, head to Nintendo Power Source online at www.nintendo.com.

A brief history lesson:

Mr. Miyamoto opened with comments about the early days of game development, when he joined Nintendo after art school and was thrust into the position of designing Donkey Kong. In the early days, according to Miyamoto, most games were created by programmers and hardware engineers. They did the art, the music, the game play–everything. At this point in the speech a video clip of Space Invaders appeared on the twin screens and Mr. Miyamoto noted how simple the elements were in the now classic game. But the arrival of Donkey Kong with its underlying story and attention to artistic and character elements gave birth to a new way of making video games. "...the work of game designers came to include drawing the pictures and writing the story," Miyamoto noted. The trend continued for ten years which saw an ever-increasing number of game designers in the business. Then, spurred on by the success of Dragon Warrior and The Legend of Zelda, a new era of design began in which scenario writers led the creative efforts of video game design teams.

Directing the Process

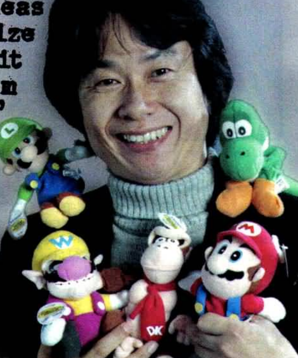
More recently, Mr. Miyamoto continued, game design has often been driven by technical considerations rather than the vision of a designer. He felt fortunate in his own career that he was able to grow with the industry and learn about the technology as it developed. In fact, at one point he joked that he loved making video games so much that he would do it for free....then added, "but don't tell Mr. Yamauchi [his boss] that." He stressed the importance of having a broad base of knowledge in technical as well as in creative areas, because video games are a convergence of technology and creativity. "I have seen that not all of the ideas for new hardware development come from engineers and hardware professionals. And I have seen more than a few examples in which the idea for a hit title has popped out of a simple conversation with an ordinary person."

"...technology can inspire new ideas and help us realize those ideas, but it should do so from the background."

Mr. Miyamoto explained that game directors at Nintendo are required to have a solid grounding in technical matters. They must also be involved deeply in every aspect of the game. But Mr. Miyamoto also stressed that the creation of games is about personal vision. "For me, game creation is like expression through music. I place great importance on the tempo of the game and the sound effects. I feel that those directors who have been able to incorporate rhythm and emotional stimuli in their games have been successful. It is important for us to remember that technology can inspire new ideas and help us realize those ideas, but it should do so from the background."

The making of a Legend

Next, Mr. Miyamoto turned to the development of The Legend of Zelda: Ocarina of Time. He explained how the game began as a series of technical experiments by small teams to see how various ideas could be brought to life on the N64. One team was devoted to the game's scenario and planning the project. This group also had to decide where Ocarina of Time would fit in the series of Zelda games. A second team was concerned with Link's motions and actions and how to incorporate 3-D elements into the Zelda world. This group also



tested ideas of camera movement and the use of dramatic camera angles. Another team worked on the items and weapons that Link uses in the 3-D game. Yet another team was involved in motion capture for the animation of characters. There was a sound team, as well, and a group involved in optimizing scene elements. Using the data from all of these test groups, Mr. Miyamoto and his team were able to determine just how much memory and processing was required to accomplish their goals.



But technology was only the means to the end. Mr. Miyamoto stressed that the real purpose of Zelda was to engage players' imaginations and emotions. "...we have uncovered a number of methods to stimulate a player's emotion. One way is through the use of cinematic sequences." Mr. Miyamoto then turned the audience's attention to the large screens and the opening, stormy sequence from Ocarina of Time. In Zelda, over one and half hours of cinematic scenes were used to set the stage for major events and battles and to tell the story. The audience seemed to agree that Zelda had a lot of emotional stimuli.

Current projects

To wind up the evening, Mr. Miyamoto took the audience for a behind-the-scenes look at a new project he is working on called Talent Maker. "What you are seeing now," Mr. Miyamoto explained, "is a newly-born Mario Paint, a new game in which you can create your own characters by utilizing the Game Boy Camera, and you can make those characters dance..." What the audience saw was Mr. Miyamoto's face on a disco dancer, getting down and funky. It was good for laughs, but the audience also appreciated the larger implications of combining technologies to create new gaming and interactive experiences. Mr. Miyamoto mentioned that Nintendo is looking into ways to combine Game Boy, Game Boy Camera and the Rumble Pak with the N64 in new ways such as Pokémon Stadium, which makes use of the Game Boy Pokémon games, and Pikachu Genkidenchu, an N64 game which employs voice recognition technology. "Soon we will introduce a new system, in which the Game Boy can be used as a controller for the N64," he announced.

In closing

Mr. Miyamoto's final words were to the game designers in the audience, encouraging them to use technology as a tool for expressing their own uniqueness and rhythm, and to the entertainers who make the world a more enjoyable place. We think that they heard him loud and clear.

TOOLS OF THE TRADE

Getting started in 3-D

In addition to the many hundreds of developers at the GDC, many tool developers such as Multigen and Alias/Wavefront took part in an expo on the floor of the San Jose Convention Center. But not all of the tools cost thousands of dollars and require an SGI workstation. If you dream about making video games someday, you might want to test the waters with one of the less expensive consumer products that we checked out including trueSpace 4 from Caligari Corp. and Animation Master from Hash Inc. These 3-D programs may cost just a fraction of what the big suites cost, yet they provide much of the functionality of the industry leaders. For instance, trueSpace 4 includes such advanced tools as volumetric lighting for ultra-realistic renders, bones for animating a 3-D skin mesh, NURBS for creating organic models, Inverse Kinematics for creating animations, real-world physics such as gravity and wind and the most user-friendly interface in the 3-D industry. Animation Master takes a slightly different approach to building 3-D models. Instead of using a polygon mesh or NURBS surface, Animation Master creates models using splines and patches. The great thing about this method is that the final image can be rendered at any selected resolution, making it a useful tool for creating both game images and print materials. The most amazing thing about these so-called low-end tools is that they employ technologies that only a few years ago would have been considered cutting edge. If you're interested in game development, or becoming a game developer in the future, you should explore the World Wide Web for more information about 3-D development and tools.





Bones have been added to the comic book character, Platinum, allowing the figure to be posed or animated. The sci-fi scene below and other incredible images created in trueSpace can be seen in the trueSpace gallery at www.caligari.com





Forget the low-end label. Animation Master is powerful enough to create posters like the one published in the February issue of Nintendo Power. Check out www.hash.com for more info.

Pak Peeks

What's breaking in the world of games.

When rats attack!

A band of mutant space rodents is headed for the earth this fall from Mindscape. Rat Attack for the N64 asks the question, "What do you do when legions of mutant mice appear in the streets?" The answer is to call in the experts—the Scratch Cats. Players take on the role of one of six feline commandos, each with its own special attack moves. These cool cats combat the rat invasion with



Rat Attack

household tools like vacuum cleaners and specially designed "Eraticators." In the one-player game, your cat can find hidden characters and use ten power-ups. The four-player mode can be one of three variations: Rat Chase, Score Chase and Beat-the-Clock. Mindscape sent us some colorful shots of Rat Attack, which is in development at PURE Entertainment in London. This exclusive N64 title should be completed and ready to ship by the end of the summer.

A new Shadowgate rising

Before Shadowgate 64: Trials of the Four Towers is even released, we're hearing about the N64 sequel from Infinite Ventures. The second Shadowgate title will take place hundreds of years after Trials, at a time when magic has been lost and nearly forgotten. What a time for the Warlock Lord to make his return. Only Raven, a descendant of Lakmir, has the innate abilities to use magic and thwart the Warlock Lord's new ambitions. Infinite Ventures, the company that created the Shadowgate world, hasn't settled on an N64 publisher yet, but the game is deep in development. The sequel will include high-res graphics, a great deal more animation, and real-time actions including spell casting. For fans who just can't wait until next year, Infinite Ventures has launched an on-line comic starring Raven. Go to www.shadowgate.com to check out the latest episode.



Hyper-Bike

Kemco has teamed up with the same development studio that created Top Gear Overdrive to create a motorcycle racing game called Hyper-Bike. Snowblind provided some nice shots from an early version of the game. Here at Pak Watch, we tested out



Hyper-Bike

the bikes over some pretty rough terrain that included lots of jumps and various obstacles, including Stonehenge. The motorcycles ranged from light motocross bikes to heavy touring hogs. Snowblind is using a new terrain generation system to create realistic, 3-D environments, and the results are impressive. Hyper-Bike will include both motocross competition and road races, making it the most versatile of the upcoming two-wheelers. Cycle fans will be able to kick-start this N64 game next fall.

Hasbro passes go

One of the all-time favorite board games will take on a new dimension when it comes to the N64 this fall. Monopoly has been around since the Depression of the 1930's, but only now is the popular real estate game taking on a third dimension. Four players can join in the action from Boardwalk to Ventnor Avenue, taking on all the classic roles, such as the shoe and top hat. They can also use the latest token, the Sack of Money. But the great thing about Monopoly on the N64 is that you don't need the whole family to play, because the computer will take you on anytime using a variety of gaming strategies.



Monopoly

Hasbro revealed that many of the popular options, including quick-start games and jack pots for Free Parking, will be options. In the shot shown here, the symbol for the British Pound is being used because the developer is in Great Britain. The North American version will have all the familiar properties, and you'll be able to view your houses and hotels with selectable camera angles. So, when can you pass go? The die will roll this coming fall, probably in October.

V-Rally

Infogrames has finally completed its world rally racing game, V-Rally Edition '99 for the N64. The result is a realistic simulation of international rally racing with some nice variations, such as an Arcade Mode. The Championship Mode follows rally racing protocols, which means that players race against the times of other racers rather than against the other cars. That all changes in the Arcade Mode, in which cars race head-to-

COMING SOON



V-Rally

head. The courses themselves are set around the world in places such as New Zealand, Corsica, England and Africa. Road surfaces and race conditions vary dramatically, as well. One race might take place at night while the next could wind through a rainstorm. Play control is adjustable for cars, and settings can be saved on the Game Pak. There's also a two-player mode with options for horizontally or vertically split windows. All told, V-Rally looks like a solid rally package with lots of courses and challenge, and it should be ready by June.

Monaco Grand Prix

Ubi Soft's Monaco Grand Prix for the N64 goes most of the distance, except they didn't get the official F-1 license, so the real teams and drivers aren't included. The courses, however, are designed to exacting standards based on the real courses and settings. Some of the tracks, like the road course in Monaco, are stunning. Of course, from the cockpit of an open-wheeled race car moving at nearly 200 mph, you don't have a lot of time for sight-seeing. The essential thing about any racing game is the play control. Monaco gives you the choice of using Arcade or Simulation controls. There will be no shortage of F-1 games this year with F-1 World Grand Prix also in the field, but Monaco Grand Prix will get the pole position for being released first this June.



Monaco Grand Prix

Ken Griffey Jr.'s Slugfest



Nintendo

Pokémon Snap



Nintendo

WWF Attitude



Acclaim

World Driver Championship



Midway

Conker's Pocket Tales



Rare

Hybrid Heaven



Konami

PAK WATCH

RELEASE FORECAST

SPRING 1999

KEN GRIFFEY JR.'S SLUGFEST
MONACO GRAND PRIX
STAR WARS: EPISODE I: RACER
V-RALLY
WWF ATTITUDE
ALL-STAR BASEBALL 2000
BLACK BASS LURE FISHING
CONKER'S POCKET TALES
WICKED SURFING

SUMMER 1999

A BUG'S LIFE
COMMAND & CONQUER 3-D
DUKE NUKEM: ZERO HOUR
F-1 WORLD GRAND PRIX II
GAUNTLET: LEGENDS
HYBRID HEAVEN
JET FORCE GEMINI
KNOCKOUT KINGS 2000
LEGO RACERS
MARIO GOLF
POKéMON SNAP
QUAKE II
RAT ATTACK
RAYMAN 2
RE-VOLT
ROAD RASH
RUGRATS SCAVENGER HUNT
SHADOWGATE: TRIALS OF THE FOUR TOWERS
SHADOW MAN
STARCRAFT
TAZ EXPRESS
TONIC TROUBLE
WORLD DRIVER CHAMPIONSHIP
WINBACK
KEN GRIFFEY JR.'S SLUGFEST
MARIO GOLF
POKéMON PINBALL
R-TYPE DX
YODA STORIES

FALL 1999

ARMY MEN: SARGE'S HEROES
BASS HUNTER 64
BASSMASTERS 2000
BLITZ 2000
CASTLEVANIA II
DONKEY KONG 64
DUCK DODGERS IN THE 23 1/2 CENTURY
HARVEST MOON 64
HOT WHEELS
HYDROTHUNDER
HYPER-BIKE
JEREMY MCGRATH SUPERCROSS 2000
KOBE BRYANT 2
LOONEY TUNES SPACE RACE
MADDEN NFL 2000
MK SPECIAL FORCES
MONOPOLY
NBA JAM 2000
NBA LIVE 2000
NFL QUARTERBACK CLUB 2000
NUCLEAR STRICK
OGRE BATTLE 3
PERFECT DARK
POKéMON STADIUM
RAINBOW SIX
RESIDENT EVIL 2
RIDGE RACER 64
ROADSTERS '99
SUPERCROSS 2000
TIGER WOODS 2000 PGA TOUR GOLF
TOP GEAR RALLY 2
WCW MAYHEM
XENA: WARRIOR PRINCESS
BIONIC COMMANDO
CRYSTALIS
NBA IN THE ZONE 2000
NBA LIVE 2000
NHL BLADES OF STEEL 2000
NHL HOCKEY 2000
TIGER WOODS GOLF
WWF ATTITUDE

FUTURE

ARMORINES
ASTEROIDS 64
BATTLETANX 2
CARMAGEDDON II
EARTHBOUND 64
EARTHWORM JIM 3D
ETERNAL DARKNESS
HARRIER 2001
HYPE: THE TIME QUEST
JUNGLEBOTS
MONSTER TRUCK MADNESS
THE NEW ADVENTURES OF BATMAN
NOMENQUEST
PAPERBOY 3-D
RAT ATTACK
RIQA
SHADOWGATE: RISING
SPACE INVADERS
SPIDER-MAN
TOY STORY 2
TWELVE TALES: CONKER 64
VIGILANTE 8: SECOND OFFENSE
WILD METAL COUNTRY
ASTEROIDS
AZURE DREAMS
BABE & FRIENDS
CASTLEVANIA II
CATWOMAN
DAFFY DUCK
DÉJÀ VU 2
DUKE NUKEM
EWJ: MENACE 2 THE GALAXY
F-1 WORLD GRAND PRIX
GHOSTS & GOBLINS
GODZILLA
ISS 2000
MICRO MACHINES V3
MOTOCROSS MANIACS
1942
PAPERBOY
POKéMON PINBALL
POKéMON YELLOW
QUEST RPG: BRIAN'S JOURNEY
RALLY RACING
RESIDENT EVIL 2
ROADSTERS '99
SILICON VALLEY
SPAWN
SPEEDY GONZALEZ
STREET FIGHTER ALPHA
TAZMANIAN RUSH
TOMB RAIDER
TOY STORY 2

NINTENDO 64
GAME BOY COLOR

NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below:

Volume 119 (Apr. '99): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Goemon's Great Adventure, MLBPA Bottom of the 9th, Lode Runner 64, Starshot: Space Circus Fever, NBA In the Zone '99, A Bug's Life Preview, Midway Arcade Hits, Re-Volt Preview, Y2K Exposé, First Edition of PokéCenter.

Volume 118 (Mar. '99): Tonic Trouble, Vigilante 8, Castlevania Review–Part 3, Duke Nukem: Zero Hour, Chameleon Twist 2, California Speed, NHL Blades of Steel '99, Rampage 2: Universal Tour, NBA One-on-One, Nintendo Power Awards Nominees, Command and Conquer Preview, Pokémon Hits the Deck, Logical, Power Quest.

Volume 117 (Feb. '99): Mario Party, WCW Nitro, The Legend of Zelda: Ocarina of Time Review–Part 3, Pokémon Link Cable Special, Penny Racers, Castlevania Review–Part 2, Snowboard Kids 2, Beetle Adventure Racing Preview, Hexcite, Vigilante 8 Preview, Turok 2 (GB), The Legend of the Sea King, Shadowgate Classic, Rayman 2 Preview.

Volume 116 (Jan. '99): Predictions for 1999, Castlevania, South Park, BattleTanx, Turok 2, FIFA '99, Nightmare Creatures, Fox Sports College Hoops '99, Charlie Blast's Territory, NBA Jam '99, NHL Breakaway, The Legend of Zelda: Link's Awakening DX, Carrot Crazy, Montezuma's Return, Gex: Enter the Gecko, ODT Preview, Shadowgate 64 Preview.

Volume 115 (Dec. '98): *Star Wars:* Rogue Squadron, The Legend of Zelda: Ocarina of Time Strategy Review–Part 2, Body Harvest–Part 2, NBA Live '99, Rush 2, Magical Tetris, Top Gear Overdrive, Virtual Pool 64, Golden Nugget 64, Quest for Camelot, BattleTanx Preview, Castlevania Preview, Game Boy Color Starting Lineup Special.

Volume 114 (Nov. '98): The Legend of Zelda: Ocarina of Time Strategy Review, Game Boy Color Special, Body Harvest, Glover, Buck Bumble, *Star Wars:* Rogue Squadron, S.C.A.R.S., NHL '99, Fighting Force, Wipeout 64, Extreme-G 2, Banjo-Kazooie Review–Part 3, Superman Preview.

Volume 113 (Oct. '98): Turok 2, Silicon Valley, Twisted Edge, NFL Quarterback Club/Madden NFL '99, Bomberman Hero Part 3, WCW/nWo Revenge, European Development Special, Buck Bumble, Fighting Force, The Legend of Zelda: Ocarina of Time, Mulan, NASCAR '99.

Volume 112 (Sept. '98): F-Zero X, Gex 64, Bomberman Hero Part 2, Mission: Impossible, Cruis'n World, Blitz, Knife Edge, Deadly Arts, The Legend of Zelda: Ocarina of Time, Wipeout 64, NASCAR '99, WinBack.

Volume 111 (Aug. '98): Bomberman Hero Part 1, GT 64 Championship Edition, Waialae Country Club: True Golf Classics, F-1 World Grand Prix, Flying Dragon, ISS '98, WWF War Zone (GB), Turok 2 Preview, Gex 64 Preview, Special: Nintendo Power Online Update, Kobe Bryant in NBA Courtside Basketball Camp, Exclusive Interview with Miyamoto.

Volume 110 (July '98): WWF War Zone, Banjo-Kazooie Review Part 2, Mortal Kombat 4, Chopper Attack, Harvest Moon (GB), Mission: Impossible, Mike Piazza's Strike Zone, Quest 64, Bust-A-Move 2, All-Star Baseball '99 (GB), F-Zero X Preview, Special: Nintendo Power Looks Back.

Volume 109 (June '98): Banjo-Kazooie, FIFA World Cup '98, Bio Freaks, All-Star Baseball '99, Forsaken 64, Offroad Challenge, Game Boy Camera, ISS Soccer (GB), Mortal Kombat 4, E3 '98 Report, World Grand Prix, Chopper Attack.

Volume 108 (May '98): Major League Baseball featuring Ken Griffey Jr., Banjo-Kazooie Preview, Pokémon Special, 1997 Nintendo Power Awards Results, Forsaken 64, Iggy's Reckin' Balls, Quake, Bomberman GB, Harvest Moon (GB), Brain Drain, Flying Dragon Preview, Offroad Challenge, Mickey Mouse Magic Wands!

Volume 107 (Apr.'98): Kobe Bryant in NBA Courtside, Deadly Arts, Virtual Chess, Quake Review Part 2, 1080° Snowboarding, Wetrix, Mystical Ninja Starring Goemon (GB), Legend of the River King, MLB Featuring Ken Griffey Jr., N64 Player's Choice Games, Iggy's Reckin' Balls Preview, Game Boy Camera and Printer, Foolish April News Briefs.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

QUADRUPLE COLLECTIBILITY

Just in time for the release of the fourth *Star Wars* movie to hit the silver screen come four collectible *Star Wars: Episode I: Racer* covers based on one of the most adrenalin-steeped sequences in the film.



Subscribers will receive one of the four different *Star Wars*: Episode I: Racer covers, and two of the covers won't be sold at newsstands. Sebulba, the one driver you'd least like to share the road with, has fittingly been made scarce, gracing a scant 10% of possible covers. He's so rare, in fact, his cover is a subscriber exclusive.

Collect All Four Covers!





After Mars Guo makes advances on Sebulba's masseuse Ann Gella, Teemto Pagalies enters the Boonta Eve Podrace fueled by jealousy. But neither Romeo will have reason to be green when it comes to collectibility. Both Mars and Teemto will be available at newsstands and to subscribers in equal quantities.

*Canadian percentages will vary.





The puzzle game that requires strategy skill and a quick wit. Single and multi-player modes offers fast action and explosive fun!











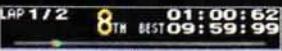


Rumble Pak

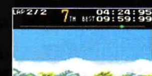
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Coming Next Issue...
Volume 121, June 1999

Picture this: Polygonal Pokémon! They've migrated from Game Boy to the N64. Pokémon Snap will take you on an engrossing photo safari through Pokémon Island, where the wild things really are! If you want to snap the pocket-sized stars like a real member of the paparazzi, take off the lens cap and zoom in on our review of Pokémon Snap to get the full exposure from the pro photogs at Nintendo Power.



STAR WARS: EPISODE I: RACER



You're going to need more than a few Jedi mind tricks to cross the finish line in the N64-exclusive Racer. Our strategic review gives you all the driving tips you'll need to survive in a galaxy with no red lights.

WWF ATTITUDE

What'cha gotta have to make it big in the wild world of WWF wrestling? Attitude, that's what! We take a peek at Acclaim's fierce follow-up to their exciting WWF Warzone in next month's preview. Get ready to...you know the rest.



N64

1. AeroFighters Assault
2. AeroGauge
3. Airboardin' USA
4. All-Star Baseball '99
5. All-Star Tennis '99
6. Automobili Lamborghini
7. Banjo-Kazooie
8. Battletanx
9. Beetle Adventure Racing
10. BioFreaks
11. Blast Corps
12. Blitz
13. Body Harvest
14. Bomberman Hero
15. Bomberman 64
16. Buck Bumble
17. Bust-A-Move 2
18. Bust-A-Move '99
19. California Speed
20. Castlevania
21. Chameleon Twist
22. Chameleon Twist 2
23. Charlie's Blast Territory
24. Chopper Attack
25. Clay Fighter 63 1/3
26. Cruis'n USA
27. Cruis'n World
28. Dark Rift
29. Deadly Arts
30. Diddy Kong Racing
31. Doom 64
32. Dual Heroes
33. Duke Nukem 3-D
34. Duke Nukem: Zero Hour
35. Extreme-G
36. Extreme-G 2
37. F-1 Pole Position 64
38. F-1 World Grand Prix
39. F-Zero X
40. FIFA '99
41. FIFA Road to World Cup '98
42. FIFA Soccer 64
43. Fighter's Destiny
44. Fighting Force 64
45. Flying Dragons
46. Forsaken
47. Fox Sports College Hoops '99
48. Gex 64: Enter the Gecko
49. Glover
50. Goemon's Great Adventure
51. Golden Nugget
52. GoldenEye 007
53. GT 64 Championship Edition
54. Hexen
55. Iggy's Reckin' Balls
56. International Superstar Soccer '98
57. International Superstar Soccer 64
58. Jeopardy!
59. Killer Instinct Gold
60. Knife Edge
61. Kobe Bryant in NBA Courtside
62. The Legend of Zelda: Ocarina of Time
63. Lode Runner 3D
64. Mace the Dark Age
65. Madden '99
66. Madden 64
67. Magical Tetris Challenge featuring Mickey
68. Mario Kart 64
69. Mario Party
70. Mike Piazza's StrikeZone
71. Milo's Astro Lanes
72. Mischief Makers
73. Mission: Impossible
74. MLB featuring Ken Griffey Jr.
75. MLBPA Bottom of the 9th (N64)
76. Mortal Kombat 4
77. Mortal Kombat Mythologies: Sub-Zero
78. Mortal Kombat Trilogy
79. Multi Racing Championship
80. Mystical Ninja Starring Goemon
81. Nagano Winter Olympics '98
82. NASCAR '99
83. NBA Hangtime
84. NBA In the Zone '98
85. NBA In the Zone 99
86. NBA Jam '99
87. NBA Live '99
88. NFL Quarterback Club '98
89. NFL Quarterback Club '99
90. NHL Blades of Steel
91. NHL Breakaway '98
92. NHL Breakaway '99
93. NHL '99
94. NHLPA and NHL Present Gretzky's 3-D Hockey '98
95. Nightmare Creatures
96. O.D.T.
97. Off-road Challenge
98. Olympic Hockey Nagano '98
99. Penny Racers
100. PilotWings 64
101. Quake
102. Quest 64
103. Rampage Universal Tour
104. Rampage World Tour
105. Robotron 64
106. Rush 2
107. San Francisco Rush: Extreme Racing
108. S.C.A.R.S.
109. Shadowgate 64
110. Snowboard Kids
111. Snowboard Kids 2
112. South Park
113. Space Station Silicon Valley
114. Star Fox 64
115. Star Soldier: Vanishing Earth
116. Star Wars: Rogue Squadron
117. Star Wars: Shadows of the Empire
118. Starshot
119. Super Mario 64
120. Super Smash Bros.
121. Superman
122. 1080° Snowboarding
123. Tetrisphere
124. Tonic Trouble
125. Top Gear Overdrive
126. Top Gear Rally
127. Triple Play 2000
128. Turok: Dinosaur Hunter
129. Turok 2: Seeds of Evil
130. Twisted Edge Snowboarding
131. Vigilante 8
132. Virtual Chess 64
133. Virtual Pool 64
134. Waialae Country Club: True Golf Classics
135. War Gods
136. Wave Race 64
137. Wayne Gretzky's 3-D Hockey
138. WCW Nitro
139. WCW/nWo Revenge
140. WCW Vs. nWo: World Tour
141. Wetrix
142. Wheel of Fortune
143. Wipeout 64
144. World Cup '98
145. WWF: War Zone
146. Yoshi's Story

Game Boy

147. A Bug's Life
148. Arcade Hits: Defender/Joust
149. Arcade Hits: 720 Degrees
150. Arcade Hits: Spy Hunter/Moon Patrol
151. Black Bass Lure Fishing
152. Blitz
153. Bomberman GB
154. The Bugs Bunny Crazy Castle 3
155. Bust-A-Move 2
156. Carrot Crazy
157. Castlevania Legends
158. Chessmaster
159. Donkey Kong Land
160. Donkey Kong Land 2: Diddy's Kong Quest
161. Donkey Kong Land 3
162. Donkey Kong '94
163. Dr. Mario
164. FIFA Road to World Cup '98
165. Final Fantasy Adventure
166. Final Fantasy Legend
167. Final Fantasy Legend II
168. Final Fantasy Legend III
169. Frogger
170. Game & Watch Gallery
171. Game & Watch Gallery 2
172. Gex
173. Harvest Moon
174. Hexcite
175. International Superstar Soccer '98
176. James Bond 007
177. Ken Griffey Jr. Presents: MLB
178. Kirby's Dream Land 2
179. Kirby's Pinball Land
180. Legend of the River King GB
181. Legend of the Sea King
182. The Legend of Zelda: Link's Awakening DX
183. Logical
184. Mega Man
185. Mega Man V
186. Men in Black
187. Metroid II: Return of Samus
188. Mickey Mouse: Magic Wand
189. Monopoly
190. Montezuma's Return
191. Mortal Kombat 4
192. Ms. Pac-Man
193. Mulan
194. Mystical Ninja Starring Goemon
195. NBA In the Zone
196. NBA Jam '99
197. NHL Blades of Steel
198. Pac-Man
199. Pitfall
200. Pocket Bomberman
201. Pokémon
202. Power Quest
203. Prince of Persia
204. Quest for Camelot
205. Rats
206. Rugrats
207. San Francisco Rush
208. Shadowgate Classic
209. Shanghai Pocket
210. Small Soldiers
211. Smurf's Nightmare
212. Spy Vs. Spy
213. Super Breakout
214. Super Mario Land
215. Super Mario Land 2: 6 Golden Coins
216. Superman
217. Tetris
218. Tetris Attack
219. Tetris DX
220. Tetris Plus
221. Top Gear Pocket
222. Turok 2
223. Twouble
224. Wario Land: Super Mario Land 3
225. Wario Land II
226. WWF Raw

Upcoming Releases & Other Picks

227. 1942 (Game Boy)
228. 40 Winks (N64)
229. A Bug's Life (N64)
230. All-Star Basball 2000 (Game Boy)
231. All Star Basketball 2000 (N64)
232. Andretti Racing (N64)
233. Armorines (N64)
234. Army Men: Sarge's Heroes (N64)
235. Asteroids (Game Boy)
236. Asteroids (N64)
237. Azure Dreams (Game Boy)
238. Babe's Friends (Game Boy)
239. Bass Hunter 64 (N64)
240. Bassmasters 2000 (N64)
241. Batman and Robin (N64)
242. Battletanx 2 (N64)
243. Battlezone (N64)
244. Bionic Commando (Game Boy)
245. Blitz 2000 (N64)
246. Blues Brothers 2000 (N64)
250. Bomberman 3 (N64)
251. Bust-a-Move '99 (Game Boy)
252. Caesars Palace (N64)
253. Carmageddon II: Carpocalypse Now (N64)
254. Castlevania II (Game Boy)
255. Castlevania II (N64)
256. Catwoman (Game Boy)
257. Centipede (Game Boy)
258. Command & Conquer 3D (N64)
259. Conker's Pocket Tales (Game Boy)
260. Crystalis (Game Boy)
261. Daffy Duck (Game Boy)
262. Déjà Vu 2 (Game Boy)
263. Donkey Kong 64 (N64)
264. Dragon Storm (N64)
265. Duck Dodgers in the 23 1/2 Century (N64)
266. Duke Nukem (Game Boy)
267. EarthBound 64 (N64)
268. Earthworm Jim 3D (N64)
269. Earthworm Jim: Menace II the Galaxy (Game Boy)
270. Eternal Darkness (N64)
271. F1 World Grand Prix (Game Boy)
272. F1 World Grand Prix II (N64)
273. FIFA 2000 (Game Boy)
274. Game Boy Camera & Printer
275. Game Boy Color
276. Gauntlet Legends (N64)
278. Ghosts & Goblins (Game Boy)
279. Godzilla (Game Boy)
280. Harrier 2001 (N64)
281. Harvest Moon (N64)
282. Hercules (N64)
283. Hot Wheels (N64)
284. Hybrid Heaven (N64)
285. Hyrdo Thunder (N64)
286. Hype: The Time Quest (N64)
287. Hyper Bike (N64)
288. ISS Soccer 2000 (Game Boy)
289. Jeremy McGrath's Supercross 2000 (N64)
290. Jet Force Gemini (N64)
291. Junglebots (N64)
292. Ken Griffey Jr. Slugfest (N64)
293. Ken Griffey Jr. Slugfest (Game Boy)
294. Klax (Game Boy)
295. Knockout Kings (N64)
296. Kobe Bryant Basketball 2 (N64)
297. LastLegion UX (N64)
298. Legend of the River King 64 (N64)
299. Lego Racers (N64)
300. Lode Runner 64 (N64)
301. Looney Tunes (Game Boy)
302. Looney Tunes Space Race (N64)
303. Madden 2000 (N64)
304. Madden NFL 2000 (Game Boy)
305. Magical Tetris Challenge (Game Boy)
306. Mario Golf (Game Boy)
307. Mario Golf (N64)
308. Metal Gear Solid (Game Boy)
309. MK: Special Forces (N64)
310. Monaco Grand Prix Racing Simulation 2 (N64)
311. Monopoly (N64)
312. Monster Truck Madness (N64)
313. Motocross Maniacs (Game Boy)
314. NBA In the Zone 2000 (N54)
315. NBA In the Zone (Game Boy)
316. NBA Jam 2000 (N64)
317. NBA Live 2000 (N64)
318. NHL 2000 (N64)
319. NHL Blades of Steel 2000 (Game Boy)
320. NHL Blades of Steel 2000 (N64)
321. Nomenquest (N64)
322. Nuclear Strike (N64)
323. Ogre Battle 3 (N64)
324. Paperboy (Game Boy)
325. Paperboy (N64)
326. Perfect Dark (N64)
327. Pocket Bowling (Game Boy)
328. Pocket Pikachu
329. Pokémon Pinball (Game Boy)
330. Pokémon Snap (N64)
331. Pokémon Stadium (N64)
332. Pokémon Yellow (Game Boy)
333. Quake II (N64)
334. Quest RPG: Brian's Journey (Game Boy)
335. R-Type DX (Game Boy)
336. Rainbow Six (Game Boy)
337. Rainbow Six (N64)
338. Rally Racing (Game Boy)
339. Rat Attack (N64)
340. Rayman 2 : The Great Escape (N64)
341. Resident Evil 2 (Game Boy)
342. Resident Evil 2 (N64)
345. Re-Volt (N64)
346. Riqa (N64)
347. Road Rash (N64)
348. Rugrats (N64)
349. Rugrats 2 (Game Boy)
350. San Francisco Rush (Game Boy)
351. Shadow Man (N64)
352. Shadowgate Rising (N64)
353. SimCity (N64)
354. Smurfs (N64)
355. Space Invaders (N64)
356. Space Station Silicon Valley (Game Boy)
357. Spawn (Game Boy)
358. Speedy Gonzales (Game Boy)
359. Spiderman (N64)
360. *Star Wars*: Episode I: Racer (N64)
361. Starcraft (N64)
362. Street Fighter Alpha (Game Boy)
363. Super Mario RPG 2 (N64)
364. Super Mario 64 2 (N64)
365. Supercross (N64)
366. Tamagotchi (N64)
367. Tarzan (Game Boy)
368. Taz Express (N64)
369. Tazmanian Rush (Game Boy)
370. Tiger Woods (Game Boy)
371. Tiger Woods (N64)
372. Titus Jr. (Game Boy)
373. Tomb Raider (Game Boy)
374. Top Gear Rally 2 (N64)
375. Toy Story 2 (Game Boy)
376. Toy Story 2 (N64)
377. Twelve Tales: Conker 64 (N64)
378. Vigilante 8: Second Offense (N64)
379. VRally: Edition 99 (N64)
380. WCW Mayhem (N64)
381. Wicked Surfing (Game Boy)
382. Wild Metal Country (N64)
383. WinBack (N64)
384. World Driver Championship (N64)
385. WWF Attitude (Game Boy)
386. WWF Attitude (N64)
387. Xena: Warrior Princess (N64)
388. Yoda Stories (Game Boy)

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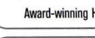


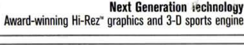












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